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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
A Perfect Day			Downpour				A Perfect Day		Downpour			Howling Winds		Downpour			Howling Winds			A Perfect Day		Downpour				Howling Winds			A Perfect Day	

EARTHBORNE RANGERS
·CAMPAIGN TRACKER·

RANGERS

Current Position
Location

Path Terrain

MISSIONS

Day	Name	Progress	Day	Name	Progress	Day	Name	Progress
☐		◇◇◇	☐		◇◇◇	☐		◇◇◇
☐		◇◇◇	☐		◇◇◇	☐		◇◇◇
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REWARDS

NOTABLE EVENTS

PROLOGUE

Welcome to the prologue to the ***Lure of the Valley*** campaign for ***Earthborne Rangers***. Playing this prologue is optional, but if you're new to the game, we recommend that you do.

This prologue is not a substitute for the rulebook. While it touches on the rules, someone in your group will need to have either read the rulebook or be familiar with the rules before you dive in. If that person is you, the prologue is a great way to ease yourself and your group into the game. Keep the rulebook close at hand in case anyone has questions or is looking for clarification on any of the finer points.

Playing the prologue will do a couple of things for you. For one, it will introduce you to the basic concepts of gameplay. Having some understanding of how to play the game will help you build a Ranger deck suited to your play style and the experience you'd like to have while playing. It's important to create a Ranger deck that works for you and contains cards that you enjoy playing! Additionally, as you play the prologue, you'll build your Ranger deck while learning the basics of the game, getting a sense for what you want to include in your deck based on a small amount of experience with the game. Once the prologue is complete, you'll have the option to revise any deck-building decisions that you made during play, so don't worry about making perfect choices.

The prologue assumes that you are playing with the contents of a single core set. If you've combined multiple core sets, or included a Ranger Card Doubler or any expansions, you can still play the prologue, but you'll need to tailor the deck-building sections to suit your specific situation. With that, let's begin!

Imagine a low fire burning in the pre-dawn light. Imagine you're wrapped in a warm cloak, breathing cool mountain air. You smell the smoke from the fire and the rich scent of pine.

Last night you swore your oaths to the ancestors, to the elders, and to the spirit of the Valley. The sun begins to rise on your first day as a Ranger, a caretaker of the land, and a friend to its people.

You watch as Elder Thrush retrieves her condenser kettle from a low branch, checks the water level, then places it onto the fire. As the water rises to boil, Calypsa, the Ranger who has mentored you for the past nine months, sets about crushing dried marrowleaf for tea in plain carbon forged cups.

Once it's ready, she hands you a cup. Steam pours off of it. It smells of the forest.

Calypsa raises her cup. "To your true self." She drinks, and you follow suit. The tea invigorates you, warmth spreading throughout your body. It feels amazing.

Your eyes are drawn to the flame. As you watch, your eyes unfocus. You hear the voices of your ancestors. You can feel them with you. You can feel their support and their love. You hear them speak, and they remind you of your best qualities, the person you truly are.

Who are you?

You'll begin by choosing aspect cards. Going clockwise around the table, each player will choose one aspect card until everyone has one. You'll then repeat that process for your personality cards. These cards compose the foundation of your Ranger deck.

1. Start by gathering the aspect card set. There are twelve aspect cards in the core set. Each has four numbers on it, ranging from 3 to 1. These numbers represent your Ranger's core abilities, based on their lifestyle and inherent attributes. Your aspect values determine the resources you'll have to play cards from your hand and to interact with the game world.

   Think about what types of things you'd like your Ranger to be able to do well. Your aspects, especially your high and low aspects, have a significant impact on how your Ranger interacts with the game world.

   If you'd like to be able to hike swiftly through the Valley, or if you'd like to be able to defend yourself against dangerous predators with a hand weapon, you should choose **Fitness** as your high aspect.

   If you'd like to be able to easily converse and get along with the people of the Valley, or if you want to form deep connections with the natural world, you should choose **Spirit** as your high aspect.

   If you'd like to be able to adeptly avoid the Valley's many dangers and easily explore the environment, you should choose **Awareness** as your high aspect.

   Lastly, if you'd like to be able to expertly solve a multitude of problems and handle situations which require either great concentration or great insight (or both), you should choose **Focus** as your high aspect.

2. Choose a player to be the Lead Ranger. The Lead Ranger walks at the front of your hiking formation as you explore the Valley's many footpaths, so they will encounter a higher rate of both dangers and boons than the rest of the group. They also make decisions for the group if it can't reach a consensus.

3. Beginning with the Lead Ranger, choose an aspect card, and place it in front of you. Then the player to your left does the same. Continue to choose aspect cards in this manner until all players have chosen one. Place the remaining aspect cards back in the box. Your aspect card sits in front of you as you play. It is not shuffled into your deck. *Note: If you are playing solo, we recommend choosing a* ***Fitness*** *of 2 or higher.*

4. Find the Personality card set and separate them by aspect (**Awareness**, **Fitness**, **Focus**, and **Spirit**). There should be a total of eight cards for each aspect (two copies each of four unique cards).

   You'll notice that each of these cards has one or more icons in the upper-left portion of the card. These are called "approach icons." They represent how well your Ranger handles certain types of situations.

   The four approaches are conflict, connection, exploration, and reason. The mix of approach icons in your deck will represent your Ranger's proclivities. You can choose your personality cards based solely on the card title, their rules text, or you can choose them based on which approach icons you'd like to have in your deck.

5. Start with the Awareness cards, and place them in the center of the play area so that all players can see them. Beginning with the last player to pick an aspect card (the player to the right of the Lead Ranger), choose one card, take both copies, and place them in front of you. Then the next player to the right does the same.

   As you're choosing cards, be sure to check your aspect values. Some personality cards require you to have a 2 in its aspect. Once all players have chosen their Awareness personality cards, place any unchosen cards back into the box.

6. Then, starting with the last player to choose their Awareness cards, do the same for the personality cards of each other aspect in turn, starting with Fitness, then Focus, then Spirit. Once all players have chosen their personality cards, each player should have a total of eight personality cards (two copies of four unique cards) sitting in front of them.

7. Each player shuffles their personality cards and places them facedown in front of them beside their aspect card. For now, this is your Ranger deck.

   Before you build the rest of your deck, we'll go through a round of play using only your Ranger's personality cards.

8. Place a number of energy tokens equal to your Ranger's aspect values onto your aspect card.

   Now, we'll set up the play area beginning with the location where you'll start your journey: Ancestor's Grove.

9. Find the Ancestor's Grove, Boulder Field, and Lone Tree Station cards in the location card set. These are the only locations available to you during the prologue. Place Ancestor's Grove in your play area so that it is easily accessible to all players. Place Boulder Field and Lone Tree Station off to the side for now.

10. Find the Woods path card set. Shuffle these cards and place them facedown beside the Ancestor's Grove location card. This is the path deck. The path deck holds the flora, fauna, and geographical features you'll encounter in and around Ancestor's Grove.

    Typically, each time you travel to a new location, you'll build a new path deck using cards from multiple sets, but for the prologue, we'll use the Woods set on its own.

11. Find the A Perfect Day card in the weather card set (the back of the A Perfect Day card is Midday Sun). Place A Perfect Day next to the Ancestor's Grove location card and add three counters to it.

12. Each player takes a Common Tests card and places it in front of them next to their aspect card.

13. Follow the Arrival Setup instructions on the back of the Ancestor's Grove card.

Your eyes refocus, and Calypsa smiles warmly. "It is time," she says. "As of this morning, I am no longer your mentor. Like you, I am a Ranger." She speaks briefly with Elder Thrush, douses the fire, then turns to you. "We will travel from here to the Boulder Field. I'll stay back and follow your lead."

14. Your goal this round is to travel from Ancestor's Grove to Boulder Field. If you're unable to do so, that's all right. The prologue will continue!

    On the Common Tests card, you'll find the **Traverse** test. During this round, you can use this test to place ▲ on the Ancestor's Grove location card. Once there's enough ▲ on Ancestor's Grove, you'll be able to travel to Boulder Field.

> **FIT + ⦶: Traverse [X]** *the nearby terrain to* add ▲ to a location or feature equal to your effort. If you fail, suffer 1 injury.

    Since you're playing with far fewer cards in your deck than normal, it's entirely possible that you might run out of cards in your deck from suffering fatigue (see page 20 of the rulebook) before the end of the first round. If this happens, don't end the day like you would in a typical game. Instead, shuffle your discard pile and fatigue stack into your Ranger deck and continue playing. Now, play one round as described on page 12 of the rulebook until all Rangers are finished taking turns, then proceed with this step.

    At the end of taking turns, stop. Do not move on to the refresh phase. We're going to continue to build your Ranger deck before we move on to the next round. If you successfully travel to Boulder Field, reshuffle all the Woods cards into the path deck, and follow the setup instructions for Boulder Field. Then, whether you're at Boulder Field or Ancestor's Grove, proceed to the next round.

As you walk beneath the shade of a long-limbed oak, you think back to your youth, living and playing in the villages and wild spaces of the Valley. A light breeze cools your skin, and it conjures a memory of your apprenticeship. You had finished your first day's work, sweat cooling on your skin, overlooking the Silverfin—its water sparkling with the colors of sunset. You stood at a moment of promise. Now, as a newly sworn Ranger, you stand at another, buoyed by the lessons learned in your youth.

Now that you have a sense for how you interact with the game, it's time to choose your background. Your background represents the formative years of your Ranger's life: where they grew up, their occupation, and how they spent their time before they took on greater responsibilities in the Valley.

15. Find each of the four background card sets (Artisan, Forager, Shepherd, and Traveler). Each background set contains eighteen cards (two copies each of nine unique cards). Place these sets in the center of the play area so that all players can see them. Beginning with the lead Ranger, choose one background set and place it in front of you. Then the next player to the left does the same. Once all players have chosen their background set, place any unchosen sets into the box.

16. Now that everyone has a set of background cards in front of them, take some time to look through the cards in your set and determine which cards you'd like to include in your deck. You'll choose a total of five unique cards (taking two copies of each) from your background set.

    As you're choosing cards, be sure to check your aspect values. Some cards in the background sets require you to have at least a 2 in its aspect. Once all players have chosen which cards they would like to include in their deck, place any unchosen cards to the side. We'll revisit them later.

17. Take your hand, Ranger deck, and discard (but not your fatigue stack), and shuffle them together with your chosen background cards. Place your deck facedown again.

You pause to drink some water from your canteen. Voluminous clouds drift lazily overhead. You see Calypsa emerge from the trees and walk down the trail toward you. "Let's walk together for awhile," she says. "I need to share some last bits of wisdom with you. It may be some time until our paths cross again out here in the wild."

Before you build the rest of your deck, we'll continue playing, this time using only your Ranger's personality cards and background cards.

18. Proceed to the refresh phase. Instead of drawing just one card, draw six cards as you would at the beginning of a game. Then, play the next round as described on page 12 of the rulebook before proceeding to the next step.

    Search the Valley set for Calypsa, Ranger Mentor, and put her into play within reach of a Ranger of your choice. Don't read her campaign entry during this prologue, however. Your goal for the round is to clear Calypsa by placing sufficient ▲ tokens on her.

    On the Common Tests card, you'll find the **Connect** test. Try using this test to place ▲ tokens on Calypsa.

> **SPI + ♥: Connect [X]** *with the life around you to* add ▲ to a being equal to your effort.

When you clear Calypsa, or before you move on to the refresh phase (regardless of whether or not you cleared Calypsa), read the following:

" ... and that was the last time I went swimming near a lutrinal holt." You and Calypsa share a laugh. She takes the hem of your cloak between her thumb and forefinger and nods solemnly. "You are now a Ranger of the Valley," she says. "You are charged with protecting its people and lending aid to any in need, but while you do, take care to look out for each other. Your fellow Rangers will need you, and you will need them."

She steps back and smiles. "It's time to return to Lone Tree Station. I must go by a different route, but I will see you there."

19. Return Calypsa, Ranger Mentor to the Valley set.

Now that you've had an opportunity to try out some cards from your background set, it's time to choose your specialty. Your Ranger's specialty represents their recent past and the occupation to which they've dedicated themselves prior to joining the Rangers.

20. Find each of the four specialty sets (Artificer, Conciliator, Explorer, and Shaper). Each specialty set contains twenty-six cards (two copies each of twelve unique cards plus two role cards). Place these sets in the center of the play area so that all players can see them. Beginning with the last player to choose a background set, choose one specialty set and place it in front of you. Then the next player to the right does the same. Once all players have chosen their specialty set, place any unchosen sets into the box.

21. Now that everyone has a set of specialty cards in front of them, take some time to look through the cards in your set and determine which cards you'd like to include in your deck. You'll choose a total of five unique cards (two copies of each) from your specialty set plus one role card, which does not get shuffled into your deck. Your role card sits in front of you, next to your aspect card.

As you're choosing cards, be sure to check your aspect values. Several cards in the specialty set require you to have at least a 2 or a 3 in its aspect. Once all players have chosen which cards they would like to include in their deck, place any unchosen cards to the side along with the unchosen cards from your background set. We'll revisit these shortly.

22. Take your hand, Ranger deck and discard (but not your fatigue stack) and shuffle them together with your chosen specialty cards. Place your deck facedown again.

If you've chosen Shaper as your specialty, you may search your deck for a conduit and equip it.

23. Proceed to the refresh phase. Instead of drawing just one card, draw six cards as you would at the beginning of a game. Then, proceed to the next round of play.

Regardless of your current location (Ancestor's Grove or Boulder Field), your goal this round is to travel to Lone Tree Station. If you are able to travel at the end of a round, travel to Lone Tree Station to complete the prologue.

WHEN YOU TRAVEL TO LONE TREE STATION, READ THE FOLLOWING:

You emerge from a line of trees and find yourself walking through a vast, rolling field. In the distance, you see the towering form of Lone Tree Station rising against the clear blue sky, and on the breeze you smell the hint of something sweet. Is someone baking?

The prologue is nearly complete. Take some time to tidy up the play area. Gather your deck, discard pile, fatigue stack, and hand into your Ranger deck and set it aside. Gather the path cards and return them to their sets. It's time to conclude deck-building by choosing your Ranger's outside interest. Usually you choose your outside interest from the entire starting card pool, but for the prologue, we'll narrow it down a bit so it's not such an intimidating choice.

If you're playing solo, you can skip the next step and choose your outside interest from the starting card pool, or you can choose one of the suggested outside interests listed on page 33 of the rulebook.

24. Look through the cards from your chosen background and specialty sets that you did not include (or couldn't include) in your deck. Choose two of those cards (both copies of each) that you think might be helpful to the group, and place them in the center of the table.

If someone in your group is playing as a Shaper, keep in mind that most cards from that specialty are not useful to other players due to their keywords, so choose carefully.

Beginning with the lead Ranger, choose one card (both copies) from those in the center of the table, and place them in front of you. Then the next player to the left does the same. Once all players have chosen their outside interest, add those cards to your deck, and return the remaining cards from your background and specialty sets to the box.

Now that you've played a bit, if you'd like to make different choices for your Ranger deck, you may do so now.

You're now ready to begin the ***Lure of the Valley*** campaign! To begin, read entry 1, "Missions," below.

1. MISSIONS

To start your campaign, perform the first four steps of setup on page 10 of the rulebook, then return here for the remainder of setup.

Cresting the gentle, grassy hill, you see the unmistakable silhouette of Lone Tree Station rise out of the highland plains before you.

Lone Tree Station is aptly named. The single massive giga-redwood towers above the hills and swaying grass that surround it. You can just make out eaves and balconies among the gnarled bark, doors tucked into the winding roots, and hanging gardens suspended from branches.

As you draw closer, a woman in a freshly pressed cloak steps out from the main entrance and waves. Calypsa, your mentor for the past nine months, strides toward you with a man who looks just about your age at her heels.

"Hallo!" she calls out. "You made it. Just look at you!"

She clasps your hands, her smile warm and her grip firm. "I'm glad to finally have you here," she says. Then she turns. "This is Kal Iver. I trained Kal last year—right before I started training you."

Kal Iver gives you a nod in greeting. "A pleasure," he says.

Put the Lone Tree Station location into play in the surroundings.

Calypsa heads back to the station with you and Kal in tow. She speaks back over her shoulder. "Please, make yourselves at home. Explore the hanging gardens. Find Spirit Speaker Nal and Kordo, and strike up a conversation. Get to know the place."

"After you've spent some time here at the Station, you should head over to White Sky," she says. "In fact, Hy Pimpot has some juniper biscuits baking right now. His food is legendary around these parts. Once those biscuits are ready and you've had a chance to poke around, take a parcel over to White Sky, and offer them to the people you meet. It's been at least a year since our neighbors have enjoyed the company of Rangers bearing treats."

She turns to look at Kal. "What do you think, Kal? Good way to get started?"

Kal grins at you in a way that you can't quite describe as a sneer. "Handing out baked goods? I think that's perfectly suited to their abilities," he says.

THE RANGERS CHOOSE:

A) Tell Kal what he can do with his condescending attitude.

Calypsa glares. "Recall the wisdom of our ancestors," she says. "Treat each other with kindness." On "kind" she punches you on the shoulder. On "-ness," she punches Kal's.

Write **STOOD UP TO KAL** on the campaign tracker.

B) Ignore him.

Calypsa shakes her head and laughs. "Oh, Kal. You're not long past delivering biscuits yourself. It's tradition, after all."

Write **IMPRESSED CALYPSA** on the campaign tracker.

›› Continue reading:

Gain the **BISCUIT DELIVERY** mission. (Add it to the Missions section of the campaign tracker, and put its card into play in the surroundings.)

Check the campaign tracker for the weather for the current day (day 1). Put the corresponding weather card (A Perfect Day) into play.

Calypsa turns to you. "Kal and I are heading out into the Valley. We'll be on shadow patrol. That is, we'll never be too far away from you for the next few weeks."

"You shouldn't need our help, of course," Kal says. "I can tell by looking at you that you're more than capable."

"Farewell for now," Calypsa says and starts down the eastern path away from Lone Tree. "Spirits guide you. Follow your instinct!"

She and Kal walk steadily out of sight.

Explore Lone Tree Station to find Hy Pimpot, retrieve the juniper biscuits, and learn what to do next.

Create the path deck by shuffling together the Woods and Lone Tree card sets (seventeen cards in total). Place it above the surroundings.

Then, complete all initial setup by performing the setup steps on the back of the Lone Tree location card and placing three cloud tokens on the A Perfect Day weather card.

That concludes setup. You're ready to play. Now go explore Lone Tree Station, and find Hy Pimpot!

1.01

Hy Pimpot places the last juniper biscuit into the basket and hands it to you. "There's no better way to begin a friendship than with a freshly baked biscuit," he says. "The people of White Sky just love meeting new Rangers. They always come bearing treats!" Hy Pimpot winks and takes a biscuit for himself.

You shoulder the basket and walk down the trail toward White Sky. As you do, the enticing aroma of the biscuits wafts up from the basket. You remember that you haven't eaten anything since breakfast. Your stomach growls. Surely they won't miss one or two.

Flip the **BISCUIT DELIVERY** mission to the **BISCUIT BASKET** side. Then choose a Ranger to equip it.

1.02

IF THE RANGERS HAVE NO BISCUITS ON THEIR ROLE CARDS, GO TO 1.02A.

OTHERWISE, READ:

With an empty basket, you continue down the path until you come across Calypsa and Kal, resting beside a bubbling stream. Calypsa gestures toward the basket.

"How did it go?" she asks.

Before you can answer, Kal gives a mirthless laugh. "I think those crumbs speak for themselves."

You glance down and self-consciously brush the biscuit crumbs off your shirt.

Complete the **BISCUIT DELIVERY** mission and return **BISCUIT BASKET** to the collection. Each Ranger soothes 2 fatigue. Then go to 1.03.

1.02A

With an empty basket, you continue down the path until you come across Calypsa and Kal, resting beside a bubbling stream. Calypsa gestures toward the basket.

"How did it go?" she asks.

You tell her of the people you met in your travels today and how each was appreciative of Hy Pimpot's bakery.

Calypsa stands and makes a show of studying you closely. "And ... no crumbs! I'm impressed. Kal, I believe this settles our bet. He figured you would have snuck a few for yourself."

Kal looks at you suspiciously. "You need to learn to live a little," he says.

Complete the **BISCUIT DELIVERY** mission, and return the **BISCUIT BASKET** to the collection. Each Ranger soothes 2 fatigue. Then go to 1.03.

1.03

From down the path comes the sound of melodic whistling. Before long, a man wearing many layers of cloaks and walking with the aid of an ornate conduit follows. As he passes, he tips his wide-brimmed hat in your direction.

"Good day to you, friends!"

"Good day, Master Aell," Calypsa replies. "Lone Tree's hanging gardens are thirsty. They'll be grateful for some rain."

"Fear not, my dear Calypsa! For there is no shaper more skilled at stirring the clouds than I. By the time you return, those gardens will be thoroughly satiated!"

With that, the shaper continues down the path. He resumes his whistling as he passes from sight.

Kal shakes his head. "That fool is overly impressed by his own abilities," he says. "Trouble will come of it. Mark my words."

Calypsa nods then turns to you. "It's time you should be on your way," she says. "The village elders often have tasks that require the help of the Rangers. I recommend that you seek them out on your travels. I know also that Kordo would like some help dealing with the caustic mulcher that roams the woodlands. I'm not sure what he has in mind, but you can seek him out at Lone Tree Station if you're interested. Farewell!"

With that, Calypsa and Kal disappear into the forest, leaving you to explore the Valley on your own.

What you do now is entirely up to you. You could, for example, spend time exploring the different path types to familiarize yourself with the flora and fauna, or you could travel to pivotal locations on the map and delve into the path deck to find people in need of assistance and missions to complete. Take your time. You will be called upon if there's an emergency. Now, you may end the day or continue playing.

1.04

You wake up in the morning to a dark sky thick with clouds. Rain is falling on the head of the Valley in thick sheets, and the creek near your camp has spilled over its banks.

Before you finish packing, a familiar figure approaches your camp. It's Kal Iver. "Make haste!" he calls. "Areas southeast of Lone Tree are flooding! It was that ridiculous shaper! Came to water the hanging gardens and instead created an entire storm front! Elder Thrush is sending teams across the upper Valley for rescue and relief efforts.

You must go to White Sky, Kobo's Market, and to the Golden Shore, if you can get there in time. Make sure everyone is safe, then provide whatever aid you can."

"This could have been avoided," Kal says, mostly to himself. He looks down the trail in the direction of Lone Tree, then back to you. "I would accompany you, but Calypsa and I have been tasked with finding Aell. Maybe he can fix the mess that he's created and put a stop to this rain. You're on your own. Good luck! You're going to need it!"

As if on cue, a peal of thunder rattles the air.

Gain the **RISING WATERS** mission. You will have to move fast to beat the waters. Record **94.2** two days from now (day 6) on the campaign tracker. At the start of that day, read that journal entry.

1.05

READ THE ENTRY CORRESPONDING TO THE LOCATION TO WHICH YOU ARE TRAVELING:

White Sky: The wind has been rising steadily and now is blowing the rain in huge sheets across the lake. Swelling tributary streams threaten to overtake the shoreline. Animals and villagers alike flee to safety lest they be caught in the flood.

Kobo's Market: From far off you can hear shouts of alarm. You can just make out the dell that holds Kobo's Market through the driving rain. The water around the main structure is already knee deep, and you can see Ren Kobo's porters saving what goods they can, retreating to the upper balcony.

Golden Shore: Tributary streams north of the shoreline have begun to spill their banks, becoming a boiling sluice of brown water among the pines. If the water isn't redirected, it could wash out long stretches of the shoreline and carry away dozens, or even hundreds, of trees.

›› Continue reading:

Divert the flood by clearing beings and features while they have a Flood card attached.

After setup, perform the following based on how many days have passed since starting this mission:

0: Search the General set for two Flood cards, and shuffle them into the path deck.

1: Search the General set for two Flood cards, and shuffle one into the path deck. Then attach the other Flood card to the being or feature in play with the highest presence.

1.06

IF YOU ARE ON THE WASHED AWAY MISSION, GO TO 1.22.

OTHERWISE, READ:

Although you spent the last few hours trying to shore up barricades and redirect the raging flow of water, the flood finally overwhelms your efforts. You have no choice but to retreat to higher ground.

Check off the bubble matching your current location next to **RISING WATERS** on the campaign tracker. Then record the name of the current location followed by **FLOODED** on the campaign tracker.

End the day.

1.07

With some quick thinking and a lot of backbreaking work, you manage to redirect the worst of the floodwaters and save what you can. Thanks to your efforts, this location is through the worst of it.

Check off the bubble matching your current location next to **RISING WATERS** on the campaign tracker, and remove all ⚠ from its mission card. Then, if all three locations are complete, read the following:

You've done it! The floodwaters have been diverted, and you've saved the area around White Sky Lake from the worst of it.

You decide to take a much needed nap, only to wake up to an impromptu party. A number of the locals have gathered with food and drink, and you end up spending most of the afternoon celebrating. Your revelry is interrupted when a man runs up to you and breathlessly says, "You need to come and see this!"

Complete the **RISING WATERS** mission. Return all Flood cards from the path deck, discard, and play to your collection. Each Ranger soothes 2 fatigue. Then read 1.07a.

1.07A

You follow the man to a small crowd of people gathered by a wide, dark tangle of fallen trees, murmuring to one another in low tones. Calypsa and Kal Iver are there as well, speaking quietly to one another. Among the debris, there is a startling sight: dozens of strange corpses, deposited here by the flood. The corpses are battered, broken, and caked in filth, but they are all clearly one species—a biomeld, and unlike anything any of you have ever seen. You see pale flesh, eyeless faces, and long limbs ending in claws.

Calypsa approaches you with a haunted look on her face. "Kal and I are going to help clean up this mess. What are they? And where did they come from?" She places her hand on your shoulder. "Bring word of this to Elder Orlin in Spire. If anyone in the Valley knows what these things are, it's her."

Travel to Spire within the next four days to speak with Elder Orlin.

Gain the **JOURNEY (SPIRE)** mission. Record **94.3** four days from now on the campaign tracker.

1.08

At the end of your travels, the tower at the center of Spire has never looked more welcoming. You couldn't shake the haunted look on Calypsa's face when she saw those corpses, and ever since that day, you've felt a presence, like a patient predator lurking in the underbrush, hounding your every step.

Gain the **WATCHER IN THE BRUSH** mission.

As you cross the bridge to the center of town, Ben Amon, pilot of the Swift and master artificer, joins you. "Hello there! Elder Thrush asked that I come to Spire to check on the hydroelectric turbines just in case they suffered any damage during the flood," he says. "What brings you here?"

You explain what brought you here, and his smile fades. Without delay, he accompanies you to see Elder Orlin.

You find Elder Mora Orlin in the heart of the Carbon Forge, bent over an air lathe with a heavy piece of carbon in her powerful hands. When she sees you, she shuts off the howling machine and straightens. "What is it?" she growls.

Her flinty stare never wavers as you describe the strange beings with the eyeless faces and dangerous looking claws. When you finish, she grunts and nods to you and Ben Amon. "My mother told me about these. When we first came over the passes into the Valley, our people encountered beings like the ones you described. Vicious biomelds. They called them 'reclaimers.'"

You ask why "reclaimers?"

"I'm not certain," says Elder Orlin. "But, they are biomelds—like the caustic mulcher and the toxin eater—and like all biomelds, they serve an ancient purpose. Perhaps they are compelled to capture something they perceive to be lost, or they search for some possession they believe to be theirs. The best way to discover the answer is to find them, and observe their behavior."

"When you head out into the Valley, keep your eyes open. If you find reclaimers, see what you can learn about them."

Ben Amon clears his throat. "Elder Orlin, searching the Valley could take weeks. If we want to know where they are, I can set up a scanning rig. We just need to place a few relays around the Valley, and I can sweep for these ... reclaimers."

Elder Orlin shakes her head and gives Ben a bemused look. "Sensors. Always sensors! We have all the sensors we need. Right here!" She taps her chest. "And here!" She taps her temple. "Use your instinct. Use your intellect. And you will find them."

Ben doesn't waver. "Elder, it's a big valley. If we don't send some sort of help, they could hike within a half mile of a swarm of these things and never know it." He turns to you. "What do you think? Do you want to spend weeks searching the Valley for these things, or discover exactly where they are in just a few days?"

THE RANGERS CHOOSE:

A) Agree with Ben Amon. Deploy the scanners.

You agree with Ben. The faster you find out if the reclaimers are in the Valley, the better. Elder Orlin grunts and turns back to her air lathe.

After you leave, Ben takes you to the Hearty Brew, the best tavern in the town. There you find his pincrawler parked in the courtyard. He opens the back hatch, revealing a store of parts and electronic components, along with a folding workbench. He sets to work crafting something, and when you ask what he's doing, he distractedly mutters that you should think about getting some food.

By the time you've finished eating and return, you see a bundle of stakes about a meter long, each topped with a globe criss-crossed with complex circuit inlays. "These are relay scanners," Ben explains proudly. "Set them up across the Valley, and they should generate a field that will pick up any biomeld activity. If there's a swarm of reclaimers out there, we'll see it. Just be sure to spread out the sensors as far as possible; opposite ends of the Valley would be best. When you stick them in the ground, just whistle this tune"—he blows three notes—"and the relay goes active."

Ben hands you a glass disk in a smooth wooden frame. "Once all three are active, they will send the results to the biological outpost south of Branch. But you can see what they pick up with this."

Gain the **SENSOR NETWORK** mission.

B) Agree with Elder Orlin. Rely on your senses.

Elder Orlin grunts approvingly. "You see, Ben? I am not the only one who believes we are naturally equipped to accurately perceive and interpret our surroundings."

Write **IMPRESSED ELDER ORLIN** on the campaign tracker.

"An ironic sentiment coming from the greatest artificer in the Valley," Ben replies.

"Nonsense! The tools we craft here at the Carbon Forge require real human effort. Our carbonforged blades, for example, have no equal in quality or durability, but they are nothing without the intention and skill of their wielder. A true artificer does not craft gadgets to replace the senses but creates tools to support and enhance them."

"Well said, Elder Orlin. Well said. No matter how many years of experience I might accrue, I will forever be your apprentice."

Elder Orlin sets down her air lathe, gives Ben Amon a hug, and smiles at him. "Not forever, Ben. Not forever."

She turns to you. "Take care out there. Stay alert. And may the ancestors and your instincts guide you."

Gain the **SECRET INVASION** mission.

1.09

You whistle three notes, and the globe at the top of the scanner briefly pulses with an iridescent glow. You feel a low thrum emanate from the device that resonates at the base of your skull.

Remove all ⚠ from **SENSOR NETWORK** and check off the bubble matching the current location next to **SENSOR NETWORK** on the campaign tracker. Then, if all three are complete, read the following:

Now that the final relay has been placed, you feel the thrumming from before, but more intensely. You step away and move down the trail, then you remember the glass disk Ben Amon gave to you. You pull it out, and, after thinking for a moment, whistle the same three notes. A ripple of energy plays across the glass, then you see the delicate echoes of the Valley traced in faint blue light.

Gain the Biosign Sensor reward card.

As you study the ghostly image of the Valley, you spot the first blip indicating biomeld activity. Then another … and another. You're not certain how many of these blips are reclaimers, but to your eye, it looks like there are far more intense clusters of activity than usual. Hopefully, the Rangers at the biological outpost can make better sense of this information.

Complete the **SENSOR NETWORK** mission. Each Ranger soothes 2 fatigue. Gain the **INVASION - STAGE I** mission. Record **94.4** six days from now on the campaign tracker. Gain the **JOURNEY (BIOLOGICAL OUTPOST)** mission.

Travel to the Biological Outpost to learn more about the reclaimers.

1.10

Check off one bubble next to **SECRET INVASION** on the campaign tracker.

READ THE ENTRY CORRESPONDING TO YOUR PROGRESS ON SECRET INVASION:

A) ⊗ ◇ ◇

You observe the reclaimer as it slinks away. Everything about the biomeld seems designed to be lethal. Why would the ancestors create such a being? What purpose in the ecology could it serve? Perhaps if you find more of them, the answer will be made clear.

B) ⊗ ⊗ ◇

As the reclaimer escapes, you take time to study the tracks it leaves. The patterns its clawed forelimbs leave in the dirt are distinctive, and with a start you realize you've seen these tracks before at numerous points throughout your travels. The reclaimers must be all over the Valley!

C) ⊗ ⊗ ⊗

The reclaimer seems to be following a well-worn path, making it easy to pursue. You follow at a distance as it winds through a grove and up, over a hill. You crest the ridge and suddenly stop. At the bottom of the hill, you see numerous sinuous bodies slinking through the underbrush. There must be at least twenty reclaimers. They seem to be milling around an overgrown Estian ruin, occasionally devouring any small animals they find hiding in the underbrush.

Gain the **INVASION - STAGE I** mission. Record **94.4** six days from now on the campaign tracker.

The reclaimers appear to be very territorial—as if they're clearing the area around the ruins of all other forms of life save the foliage. You shudder to think of what might happen if a pack of these biomelds descended upon a village.

Unsure of how to approach the herd of dangerous biomelds, you think back on your training. Now that you've observed several

reclaimers individually, and now in a pack, it would be wise to share your observations with others to help determine a course of action. Of anyone in the Valley, the people who live and work at the biological outpost south of Branch—experts in biomeld and animal behavior—may be able to offer some insight into what the reclaimers are up to.

Complete the **SECRET INVASION** mission. Each Ranger soothes 2 fatigue. Then gain the **JOURNEY (BIOLOGICAL OUTPOST)** mission.

Travel to the Biological Outpost to learn more about the reclaimers.

1.11

Discard all vine counters off of the **TRAIL OF VINES** card, and check off a bubble next to **TRAIL OF VINES** on the campaign tracker.

IF SPIRIT SPEAKER NAL IS IN PLAY:

"How does it cause this spontaneous growth? It's fascinating." Nal looks up from the trail of vines and turns south. "If this being is from the Verdessa, perhaps it is on its way home. I will travel to Tumbledown in case it tries to flee in that direction. If you can, bring it to me there, and I will attempt to speak with it."

Discard Spirit Speaker Nal.

READ THE ENTRY CORRESPONDING TO YOUR PROGRESS ON TRAIL OF VINES:

A) ◈ ◇ ◇

The trail leads deep into the wilderness, far away from any habitation in the Valley. Soon it starts to parallel a set of reclaimer tracks. Interesting. Why is the Verdessian following the reclaimers?

B) ◈ ◈ ◇

You find the Verdessian in a clearing, again standing beside a docile reclaimer with small white flowers growing out of its back. You watch as the reclaimer slinks away, and the Verdessian slowly turns to face you when suddenly, it seems to melt into the earth! You rush into the clearing, but the Verdessian is gone. You do, however, find several dart-like thorns in the grass. They drip with some sort of goo that, when you take a whiff, causes your senses to reel. You suspect it's a powerful soporific, and maybe how the Verdessian captures the reclaimers. But what is it doing with them? You'll have to pick up its trail again to learn more.

C) ◈ ◈ ◈

The trail leads to the top of a butte, and when you peer around a fallen tree, you find the Verdessian standing next to another reclaimer which has small white flowers growing out of its spine. As you watch, the Verdessian gestures, and the reclaimer slithers away, seemingly at the Verdessian's command.

You notice that the ground beneath the Verdessian's "feet" is solid rock. It may not be able to escape into the ground here as it did before.

Complete the **TRAIL OF VINES** mission. Each Ranger soothes 2 fatigue.

You emerge from behind the fallen tree. As before, the Verdessian spots you and tries to melt into the ground. But the rocks at its feet prove impenetrable, and instead of vanishing, the Verdessian collapses into a tangled ball of roots, vines, and leaves. You realize this is your chance! You dash forward and carefully scoop the ball into one of your heavy haversacks. The Verdessian squirms inside the sack as a vine pokes out of the top.

You sit, panting for a moment, trying to decide what to do. After some thought, you decide that if anyone is going to be able to communicate with the Verdessian, it's Spirit Speaker Nal.

Almost instantly you feel Nal's presence—like she's been with you this entire time. Then images come into your mind as if emerging from a dark pool: a towering waterfall, a sheer cliff, and a vast jungle. You recognize it as the view from Tumbledown. Nal wants you to bring the Verdessian to Tumbledown. Somehow, you know that she'll meet you there.

Gain the **DEEPER MOTIVES** mission. Record **94.10** five days from now on the campaign tracker.

1.12

Based on how many tokens are on the **DEEPER MOTIVES** card, go to the following entry:

0: Go to 1.12a. **1:** Go to 1.12b.

2: Go to 1.12c. **3:** Go to 1.12d.

1.12A

The Verdessian seems to almost rustle, as if stirred by a breeze. "What is your first question?" Nal asks.

RANGERS CHOOSE:

A) How are you connected to the reclaimers?

The Verdessian drops into a crouch, and you see a faint blush of brighter colors beginning to replace the brown-green hue along its arms. It seems agitated. Nal speaks. "It says 'together,' And 'no connection.' Both at once. This may be difficult."

Place one interrogation token on the mission.

B) What is your name?

The Verdessian straightens. You see tiny flower buds begin to sprout on its shoulders, and it rhythmically rustles its leaves "I think that was it," says Nal.

Place one inquiry token on the mission.

1.12B

"I am learning more about its species," Nal says. "I see countless plant beings ... it says that it is one of many—some kind of collective deep in the Verdessa. It says there is great danger. I don't know if it's referring to the reclaimers or to something else. Now … I sense … agitation, ask your next question, quickly!"

RANGERS CHOOSE:

A) Are the reclaimers a danger to the people of the Valley?

Its coloration—a mix of autumnal reds and oranges—grows brighter. "It didn't really answer the question," Nal says. "As if the answer was ... unimportant. I think it said 'maybe.'"

Place one interrogation token on the mission.

B) Are the reclaimers a danger to your people in the Verdessa?

The buds on its shoulders grow larger. "I sense disagreement," Nal says. "The reclaimers are not the danger, but it's afraid for its people. It believes they will perish."

Place one inquiry token on the mission.

1.12C

"I see decay, and a wide pit falling away to darkness—like an arcology sinkhole," Nal says, her eyes closed. "The reclaimers and the Verdessian are linked, but how?"

RANGERS CHOOSE:

A) Are you controlling the reclaimers?

Nal hisses as if she's been burned, and the colors on the Verdessian's arms glow brightly. "It's becoming frustrated with us. I keep receiving the same message: Must go, must go."

Place one interrogation token on the mission.

B) Can you help us get the reclaimers out of the Valley?

The buds on the Verdessian's shoulder shake like they may sprout at any instant. "Ah," Nal gasps. "Yes. It can!"

Place one inquiry token on the mission.

1.12D

The Verdessian's stamen suddenly reaches for Nal, whose face grows pale. "Spire," she gasps. "It's in danger. I see hundreds of reclaimers. The ones with the white flowers on their backs are marking the trail. Soon the rest will leave the nest, and when they do, they'll head to Spire."

RANGERS CHOOSE:

A) Why are you attacking Spire?

Nal flinches. "It's very agitated. It's not attacking, it says. No attack. Only destruction. It believes that there is something underneath Spire. Something it sees as a danger."

Place one interrogation token on the mission.

B) If the reclaimers reach Spire, will they leave the Valley?

"Yes. Yes they will, but I see clearly that Spire will be destroyed in the process. It believes that something under Spire threatens its people, and that the reclaimers can stop it."

Place one inquiry token on the mission.

›› Continue reading:

READ THE ENTRY CORRESPONDING TO THE NUMBER OF TOKENS ON THE DEEPER MOTIVES CARD:

A) If there is more inquiry than interrogation:

The Verdessian's stamen relaxes, and a ripple moves through its pedals.

Nal sighs. "That's better," she says. "Now, let's see what else we can learn."

It takes some time, and you have to help Nal interpret some of the stranger images she sees in the Verdessian's mind. But eventually, you think you understand. The Verdessian has no quarrel with the Valley and its inhabitants, but something buried deep within the arcology below Spire threatens the Verdessian and its kin. It hoped that the reclaimers would consume Spire and the arcology beneath and thus end the threat.

You spend an even longer time trying to convey the idea that Spire is also a sizable community full of people, even if there is an ancient arcology beneath it. They will be endangered when the reclaimers arrive. Perhaps, you suggest, there is another way to save the Verdessians, and you could help discover it … once the reclaimer threat has been addressed.

"I see a clear image of the Spire overrun with reclaimers," Nal says. "It is too late to change course. The Verdessian has convinced itself that this is the only way to save its people."

"But I see something else: a collection of Estian ruins ... climbing vines ... a river. There, reclaimers gather in great numbers. A nest. But where?"

The Verdessian turns toward the setting sun, opens its arms, then sinks into the ground like a plant sprouting from the soil in reverse. All that remains is a faint floral scent.

Gain the Touch of the Verdessa reward card.

Complete the **DEEPER MOTIVES** mission, and write **BEFRIENDED THE VERDESSIAN** on the campaign tracker. Discard the Mysterious Verdessian and Spirit Speaker Nal. Each Ranger soothes 2 fatigue.

B) If there is more interrogation than inquiry:

The Verdessian's limbs explode in a riot of reds, oranges, and yellows. It crouches, arms akimbo in what you can clearly tell is a threat posture, and claps the hard edges of their arms together several times.

Then the Verdessian sinks into the ground, like a plant sprouting from the soil in reverse. Before you can react, it's gone, leaving only a few withered buds lying on the ground.

"I feel like we unintentionally made an enemy," says Nal. "It's so fearful, it's not thinking clearly. We learned what we need to learn, though: Spire is in danger. You need to find those reclaimer nests. The biologists at the outpost south of Branch should be able to help."

Gain the Touch of the Verdessa reward card.

Complete the **DEEPER MOTIVES** mission, and write **ANGERED THE VERDESSIAN** on the campaign tracker. Discard the Mysterious Verdessian and Spirit Speaker Nal.

C) If there is equal interrogation and inquiry:

The Verdessian's limbs explode in a riot of reds, oranges, and yellows. It crouches, arms akimbo in what you can clearly tell is a threat posture, and claps the hard edges of their arms together several times.

Then the Verdessian sinks into the ground, like a plant sprouting from the soil in reverse. Before you can react, it's gone, leaving only a few withered buds lying on the ground.

"We tried," says Nal. "It's so fearful, it's not thinking clearly. But we learned what we need to learn: Spire is in danger."

You leave the overlook, and you and Nal discuss what she saw. Something buried deep within the arcology below Spire threatens the Verdessian and its kin. The Verdessian hoped that the reclaimers would consume Spire, and thus end the threat. Although it has no quarrel with the inhabitants of the Valley, it sees anything that would stop the destruction of the arcology (and by extension, Spire) as an obstacle to be overcome.

"You need to find the reclaimer nests before it's too late. The biologists at the outpost south of Branch should be able to help."

Gain the Touch of the Verdessa reward card.

Complete the **DEEPER MOTIVES** mission. Discard the Mysterious Verdessian and Spirit Speaker Nal. Each Ranger soothes 2 fatigue.

1.13

When you reach the biological outpost, you are pleasantly surprised when you find not only Sirisana Mir, the Valley's self-proclaimed resident biologist, but Zek Tsal, the stilt-horse courier, making a pot of tea on the outpost's lone Sol coil. Zek recognizes you from Ranger training, and both he and Sirisana listen in mounting alarm to your experiences with the reclaimers.

READ ALL THAT APPLY:

If you completed Sensor Network mission:

"We received the information from the sensors," Sirisana says as she looks over her notes. "We noticed a few large clusters

of biomeld activity—most of it irregular, primarily around ruins sites. Most likely, if you head in the direction of that activity, you'll find the reclaimers."

Go to 1.14.

If you completed the Secret Invasion mission:

"Interesting," Sirisana says. "You say they were milling around a ruin? I wonder if there's something about the ruins that draws them." She seems to get an idea then excuses herself. When Sirisana returns, you see her carrying what looks like a circular pane of glass set in a wooden frame.

"I got this at Kobo's Market just last month," she says. "The Messipians use it to track schools of fish, but I've modified it to monitor nearby biomeld and animal activity. I'd like you to have it. It may help you better understand the reclaimers' intentions."

Gain the Biosign Sensor reward card. Go to 1.14.

If you are currently on Watcher in the Brush, Trail of Vines, or Deeper Motives: Go to 1.13a.

1.13A

You mention the mysterious Verdessian that's been lurking about. Sirisana's eyes widen. "A Verdessian, you say? I have heard about these beings, but I have never seen one myself. Perhaps it would be worthwhile for you to find this being and attempt to communicate with it. It may be able to offer some insight—if it's able to communicate in the first place, of course."

RANGERS CHOOSE:

A) Return to the outpost after speaking with the Verdessian.

You agree with Sirisana, telling her you'll attempt to track down the Verdessian and speak with it, then return to the outpost.

Keep the **JOURNEY (BIOLOGICAL OUTPOST)** mission.

B) Forget the Verdessian. The reclaimers are all that matter.

You shake your head; although the Verdessian is an interesting lead, it can't be as important as coming up with a solution to the reclaimer invasion as soon as possible.

Go to 1.14.

1.14

If you have **WATCHER IN THE BRUSH**, **TRAIL OF VINES**, or **DEEPER MOTIVES**, complete it.

Zek finishes his tea and stands. "Well, I suppose I'd best get up to Lone Tree and let Elder Thrush know about all this." He heads for the door and shouts to his stilt-horse. "C'mon, Nel! Quit snacking; we've got a ride ahead of us!"

You spend a few hours at the biological station resting after your hike, while Sirisana continues her studies. As the light is starting to fade, Sirisana's apprentice, Tiella Jakarra, returns from a day of field studies with a rucksack full of lichen and an armful of branches for the fire pit. Sirisana gets her up to speed on events, and the two immediately fall into a lively debate about what, if anything, to do about the reclaimers.

"They are clearly an invasive species," Sirisana says. "There is no prior record of these biomelds in the Valley. Our ancestors encountered these reclaimers in the time before we settled here, but that was long ago. They're yet another biomeld run amok, fulfilling some esoteric purpose that's at odds with the natural world."

"We don't know that for certain," Tiella retorts. "Even if they are fulfilling some outmoded purpose, they've had centuries to become part of the ecosystem! Look at the relgarbeasts! They were once viewed as an invasive pest, but over time we've learned how critical they are to the ecology of the Verdessa! Or take growling weevils—"

At this point, you hesitantly interrupt to point out that what these beings are may matter less than why they have suddenly arrived and whether or not anything can be done about it. Both Sirisana and Tiella stare at you, like the idea never occurred to them.

IF THE RANGERS HAVE BEFRIENDED THE VERDESSIAN, GO TO 1.14A.

OTHERWISE, READ:

"They must have a nest," Tiella says. "Somewhere they congregate. To learn more, you're going to have to find it. Maybe you could tag the reclaimers and then follow the tagged ones back to their nest?"

You agree, and Tiella and Sirisana spend the next hour rigging up a simple tagging system; small, sticky balls of sap treated with a particularly pungent substance. Then they hand you a small cage full of wood shavings; in the center of which is a drowsy looking mole with a long pink muzzle.

"Becher's mole," Tiella explains. She reaches into the cage and pulls out the mole, who yawns sleepily. Then she wafts some of the pungent aroma under its nose, and the mole suddenly perks up and starts yipping shrilly. "One whiff of this mole sow musk, and Gus will follow it to the ends of the earth. He can smell it from up to two kilometers away!"

You leave with the mole and the sap tags, but only after making a promise that you'll do your best to return Gus is safe and sound once this is all over.

Complete the **JOURNEY (BIOLOGICAL OUTPOST)** mission, and gain the **FIND THE NEST** mission.

1.14A

"They must have a nest," Tiella says. "Somewhere they congregate. To learn more, you're going to have to find it."

You tell them about the vision Nal experienced before the Verdessian disappeared, that she saw the nest but couldn't see exactly where it was. You relay Nal's description: climbing vines, a collection of ruins, and a river.

"That sounds like the Alluvial Ruins to me," says Sirisana.

"Of course!" Tiella says excitedly. "If the reclaimers are drawn to ruins for some reason, what better place for a nest than the largest ruins site in the Valley?"

"Well what are you waiting for?" Sirisana asks incredulously. "Go to the nest, and learn all you can about the reclaimers. Ancestors guide you. Be swift!"

Complete the **JOURNEY (BIOLOGICAL OUTPOST)** mission, and gain the **INTO THE NEST** mission.

1.15

The tagged reclaimer scuttles away, leaving a distinctive aroma in its wake. For the first half a kilometer, you don't even need Gus to tell you where to go, but as the reclaimer gets farther and farther ahead, you find yourself relying on your tiny friend's very sensitive nose.

Soon you notice the light dimming through the trees. The reclaimer isn't showing any signs of stopping, so you're going to have to press on into the night if you want to stay on its trail.

RANGERS CHOOSE:

A) Let the reclaimer go. Return **FIND THE NEST** to the mission area in the surroundings.

B) Follow the reclaimer (ends the day).

You spend hours traveling across the Valley with only the light of the moon and your lambance rigs to guide you. All the while, the yipping of Gus the mole spurs you onward.

The trail leads to the a bluff overlooking the mysterious ruins known as the Rings of the Moon and the Silverfin River beyond. The Sentinel Star alights above the mountains, and by its cold radiance you see the reclaimer far below, clearly headed toward the Alluvial Ruins. What better place for reclaimers to nest than in the collection of ruins and detritus left by the flood that destroyed the Estian arcology?

Complete **FIND THE NEST**, and gain the **INTO THE NEST** mission.

End the day. You are considered to have camped. Record your ending location as "The Rings of the Moon" and your path terrain as "Ravine."

1.16

You once heard Silaro Mako describe the ancient, moss-covered, and vine-draped detritus of the Alluvial Ruins as "peaceful," but as you approach, a shiver runs up your spine. You hear a soft rustling, like hundreds of reeds rubbing together in the distance. You move quietly through the ruins and find a gap to peek through. There, in the heart of one of the ruins, you can see dozens of reclaimers milling about, and you see several bulbous sacs adhered to every surface. It looks like you've found the reclaimer nest.

Ignore the **INVASION** setup instructions for this location. Instead, search the General set for three Reclaimer Seekers, and shuffle them into the path deck. Then, after setup, search the General set for a Reclaimer Polyp, and put it into play.

1.17

You run from the nest, half-expecting to hear the skitter-rustle of reclaimers following your tracks. As you flee, you are unable to rid your mind of the indelible images—polyps growing from the secretions left by the reclaimers.

A safe distance away, you review your findings. The reclaimers seem to consume anything artificial—while the Estian ruins were severely damaged, no biological material seems to be affected by the corrosive secretions of the grubs. You're starting to suspect they might be some sort of recycler organism given over to their single-minded purpose. From what you observed, the reclaimers reproduce asexually: the seekers find a suitable surface and secrete mucus that conjures polyps. Those polyps mature quickly into grubs which then grow into seekers. Left to their own devices, the reclaimers could easily overrun the Valley. A single reclaimer can spawn an entire population all on its own!

You realize in horror how important the Estian ruins are to the Valley. If the reclaimers fulfill their purpose, no village in the Valley will be safe, for each has repurposed what the Estians left behind to build homes, village centers, workshops, energy collectors, water systems—the list is endless. And Spire, the center of civilization in the Valley, would suffer the most, as it is built entirely upon the arcology ruin. At best, they might devour Spire and the ruins beneath. At worst … a sobering image of the entire Valley collapsing into the yawning darkness of a kilometers-wide sinkhole seeps into your mind.

Whatever happens, you need to speak with the Elders and your fellow Rangers. You gather yourself by taking several slow, measured breaths. Your heart rate steadies, and your mind clears. There is time yet to prevent disaster. Then you notice a familiar presence at the edge of your perception—Spirit Speaker Nal reaching out to you from across the Valley. You connect, as if sharing one mind.

You focus on the still-fresh images of the reclaimer nest and the implications of your discoveries. Nal acknowledges your message.

You suddenly see images of high grass waving in the wind, flocks of ironwool sheep, and a cleared space around the stump of a dolewood. You recognize it as the village of Meadow, and you understand that Nal wants you to go there as soon as you can. Then Nal's presence fades and you're alone once again.

As you prepare to leave, you suddenly notice that there's a hefty amount of reclaimer mucus clinging to you and your gear. You decide to siphon it into a sample container. Who knows? It may prove useful.

Gain the Reclaimer Mucus reward card.

Complete **INTO THE NEST**, and gain the **JOURNEY (MEADOW)** mission. Each Ranger soothes 2 fatigue.

If Ben Amon is in play: "We must part ways for now. I've got to head north. I'll meet you in Meadow, spirits willing." He boards the Swift and launches into the air. Return Ben Amon to the Valley set.

1.18

You emerge from the tall grass and arrive in Meadow just in time to watch the Swift land gracefully on the village green. Ben Amon steps out and waves, followed by Kordo and Elder Thrush.

Thrush comes striding across the green. Kordo, a grim expression on his face, stands nearby with a long-barreled whispercrack darter cradled in one arm. Thrush stops in front of you, studying you intently for a long moment before speaking. "I came as soon as I could." She gestures. "Walk with me, and tell me what you know of the reclaimers."

You finish your account over a late but welcome meal in Meadow's common house. Calypsa and Kal Iver arrived partway through the telling. Ben Amon and several of the villagers, including Elder Abel, have gathered, all listening intently to your description of the reclaimers, their rapid life cycle and the danger they pose to the Valley—and to Spire in particular. Thrush listens closely, occasionally asking insightful questions.

"You've done well," she says. "A group of seasoned veterans could hardly have done better. I believe your assessment is correct; we have to find some way to stop these reclaimers, or at least limit the destruction they might cause."

Elder Abel shakes her head. "A bunch of ruin-eating biomelds that reproduce and spawn in a matter of hours? How are we supposed to stop that? Seems like we should be thinking of getting folks out of Spire as soon as we can and letting the reclaimers have it."

You hear murmurs of agreement from the crowd. Kordo's eyes flash angrily, but before he can speak, Thrush raises her hand. "Just because they are drawn to Spire now, does not mean they will remain there forever. Besides, even if we could evacuate the largest village in the Valley, none of us know just how far the arcology ruins extends underground. If the reclaimers consume too much, they could undermine the entire Valley."

She looks back at you. "No, I'm afraid the reclaimers must be dealt with. And since you have learned the most about them, you're the best equipped to find a solution."

Complete the **JOURNEY (MEADOW)** mission, and gain the **REMOVE THE RECLAIMERS** mission. Each Ranger soothes 2 fatigue.

"You are not alone in this," Thrush says. "We will travel to each village and share what you've learned with others in hopes of finding a solution." She turns to the room. "You have all heard the story of the reclaimers," she says to several mutters of agreement. "Does anyone here have an idea for how we might stop them?"

Ben Amon speaks up. "There is a skilled hunter who lives in Tumbledown. I hear this hunter regularly travels to the swamp to prune hydraworms—some of the most mindlessly violent biomelds in the Valley. Perhaps she could provide some insight."

Elder Abel grunts. "No offense to the great hunters in our presence, but attacking the reclaimers sounds like a fools errand! If you'll recall, we were first made aware of these reclaimers thanks to a flood. Killed a score of them stone dead! Does anyone know where the shaper who caused that flood ran off to? Maybe he can do that again!"

Calypsa steps forward. "No, Elder Abel, but I've learned that his sister lives in Spire. She may know where he's gone."

Elder Thrush nods in satisfaction. "Thank you all," she says, then turns to you. "Two solid leads. Good luck, and may the ancestors guide you."

1.19

You've been slogging through the marsh for hours when you notice that the sky above you has grown steadily grayer, and a soft rain begins to fall. It may be a coincidence, but you feel that the shaper you've been searching for, Aell, must be close. Then you see him, perched atop a log protruding out of the water, conduit in hand, eyes fixed on the clouds above.

"I came to this swamp to be alone, you know," he says to the sky. "These hydraworms don't mind getting wet. Unlike some people."

RANGERS CHOOSE:

A) Snap at Aell. Tell him to stop sulking and put his talents to good use. The Valley needs another flood, and only he can make it happen!

Aell rocks back as if you slapped him. He stands, and you see a hint of the old, cocky shaper you met on the path not so long ago. "Fine," he growls. "If this is my chance to make a difference, I'd be a fool not to take it. If you need a flood, by the light of the ancestors, you'll have it!"

Write **BROWBEAT AELL** on the campaign tracker. Go to 1.19a.

B) Inspire Aell. Walk over to him, put your hand on his shoulder, and tell him that the mistakes of the past need not define the future. The Valley needs his help.

Aell straightens and then stands. His eyes shine with tears as he reaches out and clasps your hand. "Thank you," he says. "You're right, this is my chance to make a difference. I won't let you down. What do you need me to do?"

His eyes widen when you tell him that you need him to flood the Valley again.

Write **INSPIRED AELL** on the campaign tracker. Go to 1.19a.

1.19A

"It can be done," he says. "But I'll need an awful lot of moisture to make it happen. That's where I went wrong the first time around. I mistakenly drew upon the waters of White Sky Lake instead of drawing upon those of the clouds."

You tell him that the ancestors are smiling on him; the reclaimers are nesting in the Alluvial Ruins on the Silverfin River.

"Wonderful!" he says. "The Ruins are a confluence of all the waterways in the Valley; there should be water enough to summon a tempest!" He paces for a moment, brow furrowed, then seems to reach a conclusion.

"I'll need a more powerful conduit to focus my power," he says, "and I know where I can find one. I'll retrieve it then meet you at the ruins. In the heart of those ruins, there's a tower. You can't miss it. I'll meet you there tomorrow. Don't keep me waiting!"

Complete the **LOST BROTHER**, and gain the **JOURNEY (ALLUVIAL RUINS)** mission. Each Ranger soothes 2 fatigue. If you are on **WORM FOOD**, complete that mission as you settle on this approach to resolving the reclaimer threat.

1.20

Read one entry based on how many days have passed since receiving **JOURNEY (ALLUVIAL RUINS)**:

0 - 1: You climb to the top of the ruined tower Aell described, careful to avoid the reclaimers nesting throughout the ruins. You see Aell sitting in a small, well-concealed shelter. He beckons you over. "I made good time on my errand," he says, patting a cloth-wrapped conduit lying next to him. "I'm glad you did the same." He leans close. "You weren't kidding. There are so many reclaimers here!"

2+: You climb to the top of the ruined tower Aell described, careful to avoid the reclaimers nesting throughout the ruins. You see Aell sleeping in a small, well-concealed shelter. You shake him awake, and he startles before recognizing you. "There you are!" he hisses. "I've been waiting for days; what took you so long? There are reclaimers everywhere!"

Aell leads you to the edge of the tower, and you look down into a vast pit teaming with reclaimers consuming the heart of the ruins. "This is going to be dangerous," Aell says, and you agree. "Do you want to rest before we begin? We only have one shot at this."

RANGERS CHOOSE:

A) Rest first (ends the day).

You set up camp beside Aell's shelter, and lie down for what will surely be a fitful night's sleep.

Complete the **JOURNEY (ALLUVIAL RUINS)** mission, and gain the **WASHED AWAY** mission. Record **1.21** above the next day on the day track.

End the day.

B) There is no time to waste!

You lock eyes with Aell and nod to each other. He carefully unwraps what appears to be a long wooden cylinder, woven through with delicate copper wire. He picks it up, and it makes a hissing sound like a far-off deluge. The hairs on your arms start to rise as he begins to channel through the conduit, and you can feel the humidity rise and the wind pick up.

"Position yourself upstream," he says. It may take hours for the flooding to begin. Once it does, you're going to need to direct the flow of water for maximum effect. Otherwise, this whole place may be washed away, or we may not hit the nest at all!"

Aell adjusts his hat and flashes a confident smile. "Just let me know if you need assistance. And keep those reclaimers off of me!" With that, he raises his conduit, and the skies instantly darken.

Clear Aell with ⚠ to move a Flood card.

Complete the **JOURNEY (ALLUVIAL RUINS)** mission, and gain the **WASHED AWAY** mission. Replace the current weather with Downpour (if it is not already in play).

Search the Marsh of Rebirth set for Aell, Ambitious Shaper, and put him into play within reach of a Ranger of your choice. Do not read his entry. Search the General set for all Reclaimers, and shuffle them into the path deck.

Finally, after you have completed arrival setup, search the General set for one Flood, and put it into play.

1.21

You wake after a long and fitful night's sleep, anxious but admittedly much better rested than you were. It's time to flood the reclaimer nest and rid the Valley of them once and for all.

"I meditated through the night," Aell says. "We will summon a storm the likes of which has not been seen in the Valley for a thousand years!"

He carefully unwraps what appears to be a long wooden cylinder, woven through with delicate copper wire. He picks it up, and it makes a hissing sound like a far-off deluge. The hairs on your arms start to rise as he begins to channel through the conduit, and you can feel the humidity rise and the wind pick up.

"Position yourself upstream," he says. "It may take hours for the flooding to begin. Once it does, you're going to need to direct the flow of water for maximum effect. You can use trees, dig ditches, or even collapse ruins, but just make sure it's done. Otherwise this whole place may be washed away or we may miss the nest entirely!"

Aell adjusts his hat and flashes a confident smile. "Just let me know if you need assistance. And keep those reclaimers off of me!" With that, he raises his conduit, and the skies instantly darken.

Clear Aell with ⚠ to move a Flood card.

Replace the current weather with Downpour (if it is not already in play).

Search the Marsh of Rebirth set for Aell, Ambitious Shaper, and put him into play within reach of a Ranger of your choice. Do not read his entry. Search the General set for all Reclaimers, and shuffle them into the path deck.

Finally, after you have completed arrival setup, search the General set for one Flood, and put it into play.

1.22

With a grinding roar, the deluge of dirty brown water bursts through the ruins. They collapse under the seething torrent, massive stones tumbling end over end and ancient walls bursting into rubble. You see the tiny shape of Aell, his conduit held defiantly toward the sky, just before the torrent takes him off his feet and sweeps him away. Then the water hits you, and you're swept under the surface and black out.

Complete the **WASHED AWAY** and **INVASION** missions.

You come to gasping and spluttering. You sit up, realizing you're on the shore of the Silverfin. You see the river is swollen near bursting, and as you watch, you make out the corpses of reclaimers being carried along with the current. You can hear a throbbing roar in the background, and you look around to get your bearings.

"The spirit of the Silverfin is with you," a voice says. You turn to find Elder Cormak Wellers studying you intently. You ask what he means.

"The river carried you here. To Tumbledown!" He gestures, and you see several villagers by the river, maintaining makeshift flood walls along the bank. "We managed to fish you out just before you went over the falls."

You tell Elder Wellers of your mission to rid the Valley of the reclaimers and how you enlisted Aell's help to do it.

"A dangerous, brave, and foolish plan," he says, "but you'll be happy to know that it worked. The river is thick with reclaimers. They're all washing over the falls."

Write **RECLAIMERS WASHED AWAY** on the campaign tracker.

For a moment, you're filled with relief, but then you remember Aell. You ask Elder Wellers if he managed to save him too.

"I'm sorry," he says. "We haven't seen anyone else. It's a miracle you survived. We should be grateful."

Write **AELL LOST** on the campaign tracker. Permanently remove Aell from the Marsh of Rebirth set.

He puts his hand on your shoulder. "Once you're feeling up to it, you'd better get back to Lone Tree Station. I expect Elder Thrush will want a report."

Proceed to the travel phase, and select Tumbledown as your new location. Use the Mountain Pass terrain set. Gain the **JOURNEY (LONE TREE STATION)** mission.

1.23

With a grinding roar, the flood bursts through the ruins. A torrent of water over five meters high erupts into the reclaimer nest and carries the grubs, polyps, and seekers away in a churning froth. For several minutes, you watch as hundreds of reclaimers struggle against the rushing water, being carried down the river. Eventually, the skies begin to clear, and the flood begins to subside.

You head over to Aell, who is leaning on his conduit. You can see he's exhausted, and portions of the conduit have burned out, leaving black scorch marks. He smiles at you, a warm and genuine expression of profound satisfaction.

"We did it," he sighs. "We really did it!" Tears fill his eyes, and he tries unsuccessfully to wipe them away.

Complete the **WASHED AWAY** and **INVASION** missions. Write **RECLAIMERS WASHED AWAY** and **AELL REDEEMED** on the campaign tracker. Each Ranger soothes 2 fatigue.

A few hours later, the Swift comes gliding in over the trees, carrying a full complement of Rangers. You reach the bank of the Silverfin just as it lands, and Kal Iver emerges from the hatch.

"Well done!" he says. "I've never been happier to lose a bet to Calypsa." He laughs and claps you on the back. "Well done indeed!"

After some discussion, you decide that Kal should take Aell, who is clearly drained and exhausted, to Spire aboard the Swift. There he can rest and be with his sister, Dace. You'll head to Lone Tree Station where Elder Thrush will want a full report.

If Aell, Ambitious Shaper is in play, return him to the collection. Gain the **JOURNEY (LONE TREE STATION)** mission.

1.24

You plant one of Kasende's lure amplifiers and set it to standby. As you move away, you see a blue light blinking at its top.

Remove all ⚠ from **WORM FOOD** and check off the bubble matching the current location next to **WORM FOOD** on the campaign tracker. Then, if both are complete, read the following:

The lure amplifiers are set. Now you need to meet Kasende in the Marsh of Rebirth and activate the lure itself.

Gain the **JOURNEY (MARSH OF REBIRTH)** mission. If you are on **LOST BROTHER**, complete that mission as you settle on this approach to resolving the reclaimer threat.

1.25

As you carefully step around the creepers that festoon the heart of the Marsh of Rebirth, you and Kasende suddenly find yourselves face-to-face. Her eyes go wide, and for a moment she seems as surprised as you are before she visibly pulls herself together.

"The lure is ready," she says. "Have you set the lure amplifiers?" You tell her that you have, and she nods and pulls back her sleeve to reveal the activator strapped to her wrist.

Kasende's looks at you. "Once I activate the lure, there's no going back. We'll have to stick around here long enough to make sure it's working, and it could get pretty dangerous. Do you want to begin now? Or do you need some time to rest?"

RANGERS CHOOSE:

A) Camp and start fresh tomorrow (ends the day).

The Marsh of Rebirth is a terrible place to camp, but Kasende helps you string hammocks several meters above the water. She also calmly recommends you strap yourself into your hammock so you don't fall out in the night and become a meal for a lucky hydraworm. With that comforting thought, you settle down for the night.

Complete the **JOURNEY (MARSH OF REBIRTH)** mission, and gain the **GRUESOME FEAST** mission. Record **1.26** above the next day on the day track.

End the day.

B) Let's go now!

You take a deep breath and nod to Kasende, who nods stoically in response. You head into the murky and mist-filled heart of the Marsh, finding a spit of relatively dry ground to stand on. Then Kasende activates the lure. Almost immediately, you hear the scuttling, splashing sounds of hundreds of reclaimers heading

toward you. Kasende sucks in a slow breath and raises her whispercrack darter. "We need enough of them here to drive the hydraworms into a feeding frenzy. Until then … we just have to survive."

Complete the **JOURNEY (MARSH OF REBIRTH)** mission, and gain the **GRUESOME FEAST** mission.

Search the Tumbledown set for Kasende, Expert Hunter, and put her into play within reach of a Ranger of your choice. Do not read her entry. Search the General set for five Reclaimer Seekers, and shuffle them into the path deck.

1.26

You wake up in the morning and carefully look around before getting out of your hammocks to make sure the murky waters aren't hiding any hydraworms. Despite a night dreaming of roiling, hungry masses just beneath your feet, you feel much better rested than you did yesterday.

Kasende leads you into the murky and mist-filled heart of the Marsh, finding a spit of relatively dry ground to stand on. Then Kasende triggers the lure. Almost immediately, you hear the scuttling, splashing sounds of reclaimers heading toward you. Kasende breathes deep and raises her whispercrack darter. "We need enough of them here to drive the hydraworms into a feeding frenzy. Until then … we just have to survive."

Search the Tumbledown set for Kasende, Expert Hunter, and put her into play within reach of a Ranger of your choice. Do not read her entry. Search the General set for five Reclaimer Seekers, and shuffle them into the path deck.

1.27

The seething tide of reclaimers surges toward you, clicking in hungry anticipation. You grimly prepare to fight to the end, when the cloudy waters beneath the reclaimers begin to bubble and churn.

Suddenly, huge segmented coils erupt out of the water, and fang-filled circular maws lunge forward to scoop up struggling reclaimers and gulp them down in single bites. The Roiling—the voracious mass of hydraworms that spawns all others—has begun to feed. You quickly flee as you hear a horrible symphony of hisses, splashing, and terrible wet crunches. Drawn by the Roiling's frenzy, the other hydraworms join the feast.

Once you reach safety, Kasende stops to watch the carnage. "I've never seen anything like it. Incredible! As long as the lure stays active, the reclaimers should keep coming, and the hydraworms should be stirred up enough to keep eating for weeks."

She looks at you and almost smiles. "That was ... fun," she says. "Just let me know if you ever need my help again, and I'll be there."

Given the sheer number of reclaimers flooding into the marsh, you're certain the bulk of them have been dealt with. You'd better get back to Lone Tree Station and report to Elder Thrush.

Complete the **GRUESOME FEAST** and **INVASION** missions, and gain the **JOURNEY (LONE TREE STATION)** mission. Each Ranger soothes 2 fatigue. Write **RECLAIMERS CONSUMED** and **KASENDE ALMOST SMILED** on the campaign tracker.

1.28

The seething tide of reclaimers surges toward you, clicking in hungry anticipation. Injured, exhausted, and out of options, you prepare to sell your lives dearly.

Suddenly, from across the swamp, darter shots punch into the reclaimers, knocking several to the ground. You see Kal Iver and three other Rangers attacking from the flank, carrying whispercrack darters and firing as fast as their fingers can pull the trigger. They manage to cut a path into the heart of the swarm, and then you see Kasende run forward, darter in one hand, and the lure held tightly in the other. Twice she seems about to be overrun, but Kal's fire keeps the reclaimers at bay.

Finally, she reaches the center of the swarm, raises the lure high and turns it to maximum power. A moment later, Kasende vanishes under a tide of reclaimers, just as the water around them begins to churn and froth. The Roiling—the voracious mass of hydraworms that spawns all others—begins to feed.

Write **KASENDE LOST** on the campaign tracker, and complete the **GRUESOME FEAST** and **INVASION** missions. Write **RECLAIMERS CONSUMED** on the campaign tracker. Permanently remove Kasende from the Tumbledown set.

Huge segmented coils of flesh erupt out of the water, and fang-filled circular maws lunge forward to scoop up struggling reclaimers and gulp them down in single bites.

Kal and his team reach you and help you to your feet, dragging you out of the marsh as you hear a horrible symphony of hisses, splashing, and terrible wet crunches. Drawn by the Roiling's frenzy, the other hydraworms join the feast.

For once, Kal's face shows no trace of cocky superiority. "We came as soon as we got word of your plan," he says. "I just wish we could have gotten here sooner."

You can't help but wish the same. The reclaimers have been dealt with, but at what cost? If Kal hadn't come along when he did, you would have perished alongside Kasende.

"Come on," Kal says, patting you on the shoulder. "Let's get back to Lone Tree Station and tell Elder Thrush what happened."

Gain the **JOURNEY (LONE TREE STATION)** mission.

1.29

READ THE ENTRY CORRESPONDING TO YOUR PROGRESS ON SPIRE UNDER ATTACK!

A) Up to ⊗ ⊗ ◇

As you approach the village of Spire, you hear distant shouts and the occasional snap of a whispercrack darter. While you see several reclaimers moving toward the village, it is not yet overrun. There may be time yet to get everyone to safety.

B) ⊗ ⊗ ⊗

As you approach the village of Spire, you hear distant shouts and see tendrils of smoke rising from the town center. Reclaimers are swarming the village. You hope that there is still time to get everyone in the village to safety.

Each Ranger suffers 2 fatigue.

›› Continue reading:

You know that the evacuation of Spire will take all the energy you have and more. You pause to consider your options.

RANGERS CHOOSE:

A) Rest and start fresh tomorrow.

You decide that you can be the most help by being well rested. You find a gully near the riverbank where you think you can get some rest without drawing the attention of reclaimers. You curl up to get a few hours of sleep.

Complete the **SPIRE UNDER ATTACK!** mission, and gain the **FALL OF SPIRE** mission. Record **1.29A** above the next day on the day track.

End the day.

B) There's no time to waste! Go to 1.29b.

1.29A

You awake from a fitful rest to the sound of distant shouts. Tendrils of smoke rise as packs of reclaimers slither toward the village of Spire.

Go to 1.29b.

1.29B

You maneuver to the riverbank and can make out scores of reclaimers moving among the buildings. You also see people hiding, others pulling neighbors to safety, and more fending off reclaimers with staves, thumpers, darters, static sifters, and anything else they can find. The seekers have already begun covering the structures in their reproductive mucus, and you can see polyps forming everywhere you look. The only option is to get those people out of there.

The inhabitants seem to be gathering in several locations, banding together to defend themselves. If you can get to those groups—and more importantly, find the people who are organizing and leading those groups—maybe you can lead them safely away from the village.

Complete the **SPIRE UNDER ATTACK!** mission, and gain the **FALL OF SPIRE** mission. Each Ranger soothes two fatigue. Search the General set for five Reclaimer Seekers, and add them to the Spire deck. Search the General set for one Reclaimer Polyp, and put it into play.

1.30

You stand at the edge of the village and look for anyone else in need. Scanning your surroundings reveals no one. It's time to escape yourself!

You avoid a few straggling reclaimers as you sprint over the bridge. When you reach the bank of the Silverfin, you turn to see Spire bathed in the vibrant, golden light of the setting sun. You watch as the last of the reclaimers clamber through the village. Polyps burst and structures dissolve beneath the corrosive secretions of the grubs. Scores of seekers slither toward the arcology threshold and disappear within, while others perch on the spire itself, almost seeming to celebrate their victory. You hear the triumphant screeching of the reclaimers as they delve ever-deeper into the arcology ruin.

You look around at the comparably peaceful shoreline. Dace stands watch, high in the branches of a tree, her cloak rippling in the wind. Elder Orlin gives you a salute with her forge hammer. Tollin Lang comforts a group of children by making kinetic glass sculptures in the shape of friendly animals. All along the river, people watch the sun set on Spire, grateful to be able to share this moment, however tragic, with one another.

The villagers look to have things well in hand. It's time to head back to Lone Tree Station, report to Elder Thrush, and get some rest.

Complete the **FALL OF SPIRE** and **INVASION** missions, and gain the **JOURNEY (LONE TREE STATION)** mission. Each Ranger soothes 4 fatigue. Write **SPIRE FALLEN** on the campaign tracker.

1.31

You spend your last ounce of energy fleeing over the bridge with a handful of villagers in tow. As you reach the bank of the Silverfin, you turn to see Spire bathed in the vibrant, golden light of the setting sun. You watch as the last of the reclaimers clamber through the village. Polyps burst and structures dissolve beneath the corrosive secretions of the grubs. Scores of seekers slither toward the arcology threshold and disappear within, while others perch on the spire itself, almost seeming to celebrate their victory. You hear the triumphant screeching of the reclaimers as they delve ever-deeper into the arcology ruin.

You look around at the comparably peaceful shoreline. Shocked refugees mill around, comforting one another. You start to take stock of who made it to safety.

Read the text following each entry that you have in the campaign tracker:

DACE'S GROUP SAVED: Dace stands watch, high in the branches of a tree, her cloak rippling in the wind. Her group of townsfolk is safe, and everyone who was with her is accounted for.

ELDER ORLIN'S GROUP SAVED: Elder Orlin gives you a salute with her forge hammer. Everyone in her group is safe and accounted for.

TOLLIN'S GROUP SAVED: Tollin waves happily at you, and is pleased to report that all the villagers who came with him across the river are accounted for and safe.

If you have none of the three:

There are fewer people here than you had hoped. You were unable to guide any large groups of people out of the chaos that engulfed Spire, but as the reclaimers overtook the village, you were able to lead a few stragglers over the bridge to safety. You were joined shortly afterward by a large group led by Kal Iver. He steps forward.

"What a nightmare," he says. "Thank the ancestors I was able to find Elder Orlin and the shaper, Dace. Elder Orlin helped us get across the river while Dace manifested a strong wind to keep the reclaimers at bay. I'm happy to see that you made it out as well. I only wish we could have saved more."

You spend several hours checking on everyone who made it out, ensuring they get any aid they might need. Once you're certain there is nothing more you can do, you set off for Lone Tree Station. Elder Thrush will want a full report.

Complete the **FALL OF SPIRE** and **INVASION** missions, and gain the **JOURNEY (LONE TREE STATION)** mission. Each Ranger soothes 2 fatigue. Write **SPIRE FALLEN** on the campaign tracker.

1.32

You stagger into the cooling shade of Lone Tree's branches and collapse, sure you'll never hike another mile again. You close your eyes, thankful for the shade, and rest. After a few minutes, you feel someone press a cold flask into your hand. Without looking, you take a welcome swig of the icy water, and as it soothes your parched throat, and you open your eyes to see Elder Thrush standing over you. She nods solemnly.

"Welcome back," she says. "It's good to see you."

You look around and realize that you must have fallen asleep. Scores, maybe even hundreds of people are gathering around Lone Tree Station, and even as you watch, the Swift banks high overhead and comes in to dock at the mast atop the station.

Thrush follows your gaze. "People are coming from all over the Valley. Everyone has the same report. The reclaimers are gone, and even as we speak, those that aren't are being hunted by villager and Ranger alike."

She looks back at you, and you see a small smile crack her normally imperceptible features. "The Valley is safe."

Complete the **JOURNEY (LONE TREE STATION)** mission.

Read the text following each entry that you have in the campaign tracker:

RECLAIMERS WASHED AWAY: The Silverfin will run heavy and thick with silt for days to come, but the important thing is the reclaimers seem to have been flushed from their nest in the Alluvial Ruins, their corpses swept over Tumbledown Falls and into the Verdessa. Their nests destroyed, and the rest being hunted, there seems no way the reclaimers can mass to such threatening numbers again.

AELL LOST: As you wander through the crowd, you spot Dace, her eyes red-rimmed with grief. She looks at you with a mix of anger and sadness. "You don't have to say anything. I know he didn't make it." She looks like she's going to say something else, then turns away.

AELL REDEEMED: You turn to see Aell descending from Topside Mast, conduit floating beside him, hat as resplendent as ever. At his

side you see his sister, Dace, smiling with unmistakable pride. Aell raises a mug to you, and you do the same. For a moment, a small storm cloud appears over your drink, then it quickly evaporates.

RECLAIMERS CONSUMED: The Marsh of Rebirth has turned into an abattoir of water and mud as the hydraworms feast upon the reclaimers that are drawn inexorably into the swamp by Kasende's lure. As fast as they spawn, the reclaimers swarm to the swamp and are consumed.

KASENDE LOST: As you walk among the villagers, you come across Elder Wellers of Tumbledown. "I've heard you were with Kasende at the end," he says. "Even though she spent most of her time away, we will miss her. Soon we will have a ceremony for her at the Grove. I hope to see you there."

KASENDE ALMOST SMILED: You're startled by a tap on your shoulder. You turn to see Kasende wearing a new camoweave cloak. "Kordo told me to take whatever I wanted," she says, examining the cloak. "I think those hydraworms don't stand a chance. What do you think?" You whole-heartedly agree.

SPIRE FALLEN: Looking at the gathered crowd, you recognize many faces from Spire. Hopefully, Spire may be habitable again one day, but for now you suspect Branch and Meadow will absorb the greatest share of the displaced people. Some have even established a semipermanent camp on the rugged highland plains near Lone Tree. Regardless, you know that the people of the Valley will come together like they always do and help in whatever way they can.

STOOD UP TO KAL: You feel a hand on your shoulder, and you turn to see Kal Iver standing there, his face solemn. He stares at you, then says, "We've been rivals for a while now, but after all this … I just want to say, I'd go out on patrol with you any time."

IMPRESSED CALYPSA: You see Calypsa pushing her way through the milling crowds. She reaches you and clasps your hands. "Back when you first donned the cloak, I knew you showed real promise." She smiles, and together you look upon the gathering. "There will be more challenges ahead," she says. "This is just the beginning."

MISSED IT: You look around at the gathering. Rangers and villagers alike laugh, cry, and embrace. A profound sense of relief permeates the very air. Elder Thrush walks up beside you. "So," she says. "I hear that you couldn't make it to Spire. Is that true?" You nod. Thrush rests a hand on your shoulder. "I'm sure you have a good reason," she says. "Try to be there for the next one, won't you?"

›› Continue reading:

That evening, you all sit down to a hearty feast prepared by none other than Hy Pimpot. In this moment there is no tragedy, no fear, no problems. In this moment there is only you, your friends and neighbors, sharing food and drink together, enjoying the bounty of life. Tomorrow is another day, but until it comes, you know you can ignore it. There will always be work to be done. There will always be people in need. But in this moment you can relax, knowing you've fulfilled your oath to the Valley and its people. Your ancestors smile upon you, and in this moment, you are content.

The story of the reclaimers is complete. Continue playing to discover all that you may have missed. Gain the **THE VALLEY'S SECRETS** mission.

End the day.

1.33

The sun is near the head of the Valley as you hike up to the summit of Mount Nim. There you settle down to enjoy your supper as you enjoy the sight of the Valley spread out beneath you, bathed in the golden glow of the setting sun. You bask in the knowledge that you've traveled across the Valley, helping everyone who needed aid and exploring every secluded glen and rushing brook. You're sure that tomorrow there will be new tasks ahead, but you can rest easy … for now.

Complete the **THE VALLEY'S SECRETS** mission, and gain the Connectedness of All Things reward card.

Your story will continue, but for now, you must rest. You have fully completed the ***Lure of the Valley*** campaign. Thank you for spending so much time with ***Earthborne Rangers***! We love you!

1.40

You yelp despite yourself as you feel the mulcher's tongue grab you. For a brief, hideous moment, you feel the acid start to burn your skin even through the thick layer of broadleaf paste you coated yourself with beforehand. Then the mulcher spasms a bit as it tastes the paste and drops you back to the ground, slimy but alive.

Nal rushes over from where she's been hiding behind a rock. "That proves it!" she gasps with excitement. "The caustic mulchers don't eat everything; they seem to avoid living plants. Or at least"—she runs her finger through the paste on your skin, and flips it onto the ground—"something that tastes like a living plant. And since only the weaker or sicker animals tend to be grabbed by it, the mulcher does clean the land of the dead, dying, or rotting! Though it is a biomeld, it's merged into the ecosystem!"

She hugs you, then pulls back as she remembers you're covered in broadleaf paste and stinging mucus. "Oh, yes. We should get you washed."

Complete the **ACCOMMODATION** mission, and write **UNDERSTOOD THE MULCHER** on the campaign tracker. Each Ranger soothes 2 fatigue.

After you clean yourself up, you get to thinking. There are several infamous mega-predators throughout the Valley. You remember in your training that some of the Elders want to see these predators eliminated to keep people and the rest of the Valley safe. Maybe it's worth investigating them, too, in case understanding them demonstrates a way to coexist. Maybe you can even befriend them? You should talk to the Elders of the various villages to learn more.

1.41

With a hideous, grating groan, the spindle-legged caustic mulcher collapses onto the ground. As you try and catch your breath after the brutal fight, Kordo runs up. "Well done!" he shouts, clapping you on the back.

You look at the dead beast, wondering if killing it was the right call. Kordo looks at you and nods to himself. Then he points around the woodlands. "Come on, take a look."

You follow his gestures and see that the forest around you, which seemed so quiet and somber with the mulcher around, is already coming back to life. Squirrels and birds are starting to flit about, and you see a pair of artilopes poke their heads cautiously around a tree. "See?" Kordo says. "The ecosystem is already benefiting from this aberration's absence."

Complete the **INTERVENTION** mission. Permanently remove the Caustic Mulcher from the Woods set. Each Ranger soothes 2 fatigue.

After you help Kordo dispose of the caustic mulcher's body, you start to think. There are several infamous mega-predators throughout the Valley. You remember in your training that some of the Elders want to see these predators eliminated to keep people and the rest of the Valley safe. Perhaps they would appreciate your help with carefully "managing" them for the good of the Valley?

1.42 LURE

LURE (QUIET), GO TO 1.42A

LURE (UMBRA), GO TO 1.42B

LURE (OL' BLOODY CLICKER), GO TO 1.42C

1.42A

It took some time to find enough bait and even longer to get close to one of her hunting grounds. She's nowhere to be seen, but you don't have any interest in using yourself as bait. Instead you release the prey animals and observe from a distance.

You wait for hours before you spot movement. You hold your breath as the sleek, shadowy form of the largest bearded lynx you've ever seen slips out of the underbrush. With Quiet right before you, you have a choice. You can try to understand and perhaps even befriend the lynx, as Nal would want, or you can try to kill her and ensure the Valley's safety, as Kordo would want.

Flip the **LURE (QUIET)** card over to its **CONFRONT** side, but don't change your mission log. If you don't complete the confrontation today, you will have to track her down again.

Put Quiet into play within reach of a Ranger of your choice. Do not read her entry. Return all set-aside prey to the collection. Then, If you've **UNDERSTOOD THE MULCHER**, go to 1.42D.

1.42B

Nobody knows for sure where Umbra nests, so you've decided to bait her out. A prey animal sits alone in a clearing as you hide in the brush off to the side.

Surprisingly quickly, a dark shadow flashes across your hiding place. With a rush of air, a blur streaks down from the sky.

Now is your chance! You can try to understand and perhaps even befriend her, as Nal would want, or you can kill her and ensure the Valley's safety, as Kordo would want.

Flip the **LURE (UMBRA)** card over to its **CONFRONT** side, but don't change your mission log. If you don't complete the confrontation today, you will have to track her down again.

Put Umbra into play. Do not read her entry. Return all set-aside prey to your collection. Then, If you've **UNDERSTOOD THE MULCHER**, go to 1.42D.

1.42C

Luring out Ol' Bloody Clicker isn't simple. You know that he's nearby, but with kilometers of tunnels beneath the surface of the Valley, you're not sure where he could be lurking, and the last thing you want to do is to climb into one of those tunnels to find him.

You lead the prey animals to a small clearing where they paw the ground nervously, then go still. Suddenly, you feel a rumbling in the earth. The ground under the prey animals sags and then suddenly gives way into a huge pit.

You see a massive segmented body with hundreds of spindly legs writhing in the dirt and debris. A head with narrow insectoid eyes wide mandibles grabs hold of one of the prey animals. Now is your chance! You can try to understand and perhaps even befriend the spindlescuttler, as Nal would want, or you can try to kill him and ensure the Valley's safety, as Kordo would want.

Flip the **LURE (OL' BLOODY CLICKER)** card over to its **CONFRONT** side, but don't change your mission log. If you don't complete the confrontation today, you will have to track him down again.

Put Ol' Bloody Clicker into play. Do not read his entry. Return all set-aside prey to your collection. Then, If you've **UNDERSTOOD THE MULCHER**, go to 1.42D.

1.42D

As you face down the massive creature, you think back to Nal's words. Everything in the ecosystem has its place, even these massive predators. You take a deep, controlled breath, and look the creature in the eyes to see a flicker, just for a moment, of understanding.

Add 2R to the mission subject. Each Ranger soothes 1 fatigue.

1.43 CONFRONT

CONFRONT (QUIET), GO TO 1.43A

CONFRONT (UMBRA), GO TO 1.43B

CONFRONT (OL' BLOODY CLICKER), GO TO 1.43C

1.43A

Bloody, wary, but uncowed, you carefully approach the angry bearded lynx. Quiet hisses at you, baring her fangs, but doesn't flinch or snap at you as you reach your hand to her nose. She sniffs, cautiously, and then to your surprise and amazement, she leans forward and gives you an affectionate head rub that sends you tumbling over on your backside.

Quiet starts to purr quietly, and you feel a warmth steal through your soul at the sound, as if you have some sort of deeper connection with her. You're not sure how you know, but you're convinced she won't come after anyone in the nearby villages now. She seems a lot more interested in you, so she might keep a wary eye on you from afar, and perhaps help you when you need aid.

Complete the **LURE (QUIET)** mission. Permanently remove Quiet from the Valley set. Gain the Quiet reward card. Each Ranger soothes 2 fatigue.

1.43B

Bruised, buffeted, but undaunted, you slowly approach the head of the massive bird. Umbra's eyes watch carefully as you reach under her chin and scratch the ruffled feathers there. The raptor doesn't move at first, but after a long moment, she stretches out her huge wings and envelops you in them.

In the warm darkness beneath her wings, you know you should be afraid but you actually feel safe and comforted. You're not sure how you know, but you're convinced Umbra won't come after anyone in the nearby villages now. She seems almost protective and nurturing of you, so she might keep a concerned eye on you from afar, and perhaps help you when you need aid.

Complete the **LURE (UMBRA)** mission. Permanently remove Umbra from the Valley set. Gain the Umbra's Shadow reward card. Each Ranger soothes 2 fatigue.

1.43C

Your feet sink into the loose earth, and your hair stands on end as you slowly approach the coiling form of the towering spindlescuttler. You see yourself reflected in Ol' Bloody Clicker's multifaceted eyes as his head angles down to look at you, and you try not to flinch as his long, feathery feelers run delicately across your face and body.

After a long moment, Ol' Bloody Clicker retreats to the mouth of his tunnel and there watches you with a singular focus. You're not sure how you know, but you're convinced Ol' Bloody Clicker won't come after anyone in the nearby villages now. He seems to respect that this is your territory, so he leaves to hunt elsewhere.

Complete the **LURE (OL' BLOODY CLICKER)** mission. Permanently remove Ol' Bloody Clicker from the Valley set. Gain the Scuttler Tunnel reward card. Each Ranger soothes 2 fatigue.

1.44 CONFRONT

CONFRONT (QUIET), GO TO 1.44A

CONFRONT (UMBRA), GO TO 1.44B

CONFRONT (OL' BLOODY CLICKER), GO TO 1.44C

1.44A

You stand over Quiet's lifeless body. A beautiful being, even in death. You know that many in the Valley will sleep better when they hear

the news, but their joy will be tempered. A being of great power has departed, and all will mourn her passing.

Complete the **LURE (QUIET)** mission. Permanently remove Quiet from the Valley set. Gain the Lynx Fur Cloak reward card. Each Ranger soothes 2 fatigue.

1.44B

You watch the huge raptor as it drops lower and lower in the sky, before crashing into the grass of a clearing. You know that many in the Valley will sleep better when they hear the news, but their joy will be tempered. A being of great power has departed, and all will mourn its passing.

Complete the **LURE (UMBRA)** mission. Permanently remove Umbra from the Valley set. Gain the Umbral Claw reward card. Each Ranger soothes 2 fatigue.

1.44C

You stand over the lifeless form of Ol' Bloody Clicker. Where he once seemed alien and threatening, he now appears strangely beautiful. You know that many in the Valley will sleep better when they hear the news, but their joy will be tempered. A being of great power has departed, and all will mourn its passing.

Complete the **LURE (OL' BLOODY CLICKER)** mission. Permanently remove Ol' Bloody Clicker from the Valley set. Gain the Scuttler Tunnel reward card. Each Ranger soothes 2 fatigue.

1.45 SEARCH

SEARCH (LUNN), GO TO 1.45A

SEARCH (VIRA), GO TO 1.45B

SEARCH (KASENDE), GO TO 1.45C

1.45A

Read one entry based on how many days have passed since starting the **SEARCH (LUNN)** mission.

0-1: The signs of Lunn's passage lead you to an overlook. From there you notice a light blinking below. You descend the slope and find Lunn resting against a tree, signaling to you with sunlight reflected off of a small mirror. On his other arm is a crude sling. "Thank the Valley!" he says. "Am I glad to see you!"

2+: Almost by accident you find Lunn curled up at the base of a tree. His arm is in a crude sling and he's covered with days of dirt and grime. A rich odor rises from him, certain to attract predators.

›› Continue reading:

Search the path deck for the next predator and put it into play within reach of a Ranger of your choice.

After you give Lunn some first aid, a little color returns to his face. "I feel a bit foolish," he admits. "I've been tracking a biomeld—not like any I've seen before. Few days ago, I spotted it through the trees. Big one. Looked dangerous, so I went after it. Running so fast that I tripped and fell down this slope!"

Complete the **SEARCH (LUNN)** mission, and gain the **RESCUE (LUNN)** mission. Put Lunn, Outpost Tender into play within reach of a Ranger of your choice. Attach the **RESCUE** card to him. Do not read his entry.

You have to get Lunn to a Ranger Station in one piece.

1.45B

Read one entry based on how many days have passed since starting the **SEARCH (VIRA)** mission.

0-1: You have left the trail when you hear a shout. You spread out and soon find Vira sitting under a tree next to a makeshift shelter. "Hello," she waves. "I'm glad you stopped by, my leg's a bit busted up."

2+: You have left the trail when you pause. You're sure you heard a hoarse moan. You carefully search the area, and after a long few minutes, you find Vira huddled under a tree, shivering. "Glad…you stopped by," she rasps. "My … leg … hurts pretty … bad. Plus … been hearing … noises … in the brush ... " You scan the area and see a shadow moving in the bushes nearby.

›› Continue reading:

Search the path deck for the next predator, and put it into play within reach of a Ranger of your choice.

As you work to treat Vira's wound and get her ready to move, she points to a nearby creek. "All that rain lately's been messing with the currents. Boat got flipped, tossed me right onto a rock."

Complete the **SEARCH (VIRA)** mission, and gain the **RESCUE (VIRA)** mission. Put Vira, Boat Guide into play within reach of a Ranger of your choice. Attach the **RESCUE** card to her. Do not read her entry.

You have to get Vira to a Ranger Station in one piece.

1.45C

Read one entry based on how many days have passed since starting the **SEARCH (KASENDE)** mission:

0-1: You carefully search among the boulders. As you look into one crevice, you hear a low "Hey," from behind you. Sighing, you turn to see Kasende sitting in a small alcove. Her arm is roughly bandaged, but she still holds her whispercrack darter carefully with her good hand.

2+: You carefully search among the boulders, when you see bloodstains on the rocks. You find Kasende curled up in a ball, her arm bloody and face pale. You touch her, and one of her eyes cracks open. "Not often someone…gets the drop on me … " she gasps. " ... just glad it's you, and not … that … " You hear movement in the rocks nearby.

›› Continue reading:

Search the path deck for the next predator, and put it into play within reach of a Ranger of your choice.

Kasende's wounds are deep and bloody. As you treat her, you ask what happened.

"Hydraworms," she grunts as you tighten a bandage. "I was culling them, and one took a bite out of me."

Complete the **SEARCH (KASENDE)** mission, and gain the **RESCUE (KASENDE)** mission. Put Kasende, Expert Hunter into play within reach of a Ranger of your choice. Attach the **RESCUE** card to her. Do not read her entry.

You have to get Kasende to a Ranger Station in one piece.

1.46 RESCUE

RESCUE (LUNN), GO TO 1.46A

RESCUE (VIRA), GO TO 1.46B

RESCUE (KASENDE), GO TO 1.46C

1.46A

Lunn has been moaning with every step you've taken for the last few hours, and you're getting worried. But your worry turns to relief as you see the Ranger Station in the distance. Only a short time later, you're tending to his injuries, the analgesic balm relieving his agony.

"Thank you so much," he says. "When I get back to the Northern Outpost, I can offer you almost anything you could ever want in trade."

Return Lunn, Outpost Tender to the collection, complete the **RESCUE (LUNN)** mission, and write **SAVED LUNN** on the campaign tracker. Each Ranger soothes 2 fatigue.

1.46B

Over the last few kilometers, you've been worried that Vira's condition has been worsening. But finally you see the station in the distance. Ten minutes later, you're inside, and Vira is sitting down with a cup of hot broth while her leg is tended to.

"Thank you," she says. "I'm lucky you came along when you did." She clasps your hands, then gives you a serious look. "You ever need to go anywhere in the Valley, you just ask. Understand?"

Return Vira, Boat Guide to the collection, complete the **RESCUE (VIRA)** mission, and write **SAVED VIRA** on the campaign tracker. Each Ranger soothes 2 fatigue.

1.46C

When you finally see the station, you sigh with relief. Kasende doesn't say anything, but once inside, she relaxes as you bundle her up and get her some pain balm and pemmican bars.

When you get ready to leave, Kasende grabs your arm. "You saved my life," she says, staring at you intently. "Thank you for that."

You smile and clap her shoulder, and looking into Kasende's eyes, you see gratitude shining back.

Return Kasende, Expert Hunter to the collection, complete the **RESCUE (KASENDE)** mission, and write **SAVED KASENDE** on the campaign tracker. Each Ranger soothes 2 fatigue.

Then, if you are on **REMOVE THE RECLAIMERS**, go to 76.1.

1.47

It was late when you found them, and you were forced to stop for the night. Now that it's light out, their injuries are looking even worse. No other Rangers have shown up, and you grimly realize that you need to get them to a station today if they're going to have a chance.

Put the mission subject into play within reach of a Ranger of your choice. Attach the **RESCUE** card to them. Do not read their entry.

1.48 RESCUE

RESCUE (LUNN), GO TO 1.48A

RESCUE (VIRA), GO TO 1.48B

RESCUE (KASENDE), GO TO 1.48C

1.48A

Lunn's eyes roll back in his head, and he collapses on the ground. The pain finally overwhelmed him and sent him into merciful unconsciousness. You're a bit relieved he's not suffering at the moment, but with a sinking heart, you realize now you'll have to carry him.

Attach Lunn facedown to a Ranger's role card. While Lunn is attached to your role, you can only have 2 equip value worth of gear equipped.

Arrive at a Ranger Station to unattach Lunn from your role.

1.48B

Vira gasps and collapses, unconscious. You scramble over her, and find her wounds are worse than you feared. You're not sure you can wake her up, but you are sure she's not moving on her own anymore.

Vira's a big person, but you're not going to let her die out here. You swing her over your shoulder and stagger on, heading for the nearest Ranger station.

Attach Vira facedown to a Ranger's role card. While Vira is attached to your role, you can only have 2 equip value worth of gear equipped.

Arrive at a Ranger Station to unattach Vira from your role.

1.48C

Kasende stopped talking a while ago. Now, when you look at her, you realize she's fallen into a deep trance. You try to wake her up, and she doesn't stir.

Between her pale skin and the whiff of putrefaction around her wound, you can tell she is close to death. But you're not ready to give up. You drop your pack, lift Kasende onto your back, and start moving toward the nearest Ranger station.

Attach Kasende facedown to a Ranger's role card. While Kasende is attached to your role, you can only have 2 equip value worth of gear equipped.

Arrive at a Ranger station to unattach Kasende from your role.

1.49

Check off a bubble next to the **ARCOLOGY ARCHAEOLOGY** mission on the campaign tracker, then read the entry corresponding to your progress:

A) ⊗ ◇ ◇

As you explore more, it's becoming clear that the Estian's arcology spreads far beyond Spire. It's not just tunnels and passages running throughout the Valley, but living quarters and vast underground halls. The arcology is massive, and it makes you consider just what the Estians were capable of.

B) ⊗ ⊗ ◇

You had always assumed that the Estians died off when the great megadam to the north ruptured and flooded the Valley. But the more you explore, the more you believe that wasn't the case. The Estians vanished long before the dam shattered, and you can't find any reason why.

C) ⊗ ⊗ ⊗

Based on the evidence you've found, you've determined the Estians were not just skilled architects and builders but brilliant scientists as well. Many of the structures on the surface seemed to be research stations and observation posts. You keep noticing references to the Verdessa in regards to some major project. Whatever the Estians were up to, it seems to involve the Verdessa. This is worth bringing to Silaro, so you'd better find him again.

1.50 JOURNEY

ARRIVING AT SPIRE, GO TO 1.08

ARRIVING AT THE BIOLOGICAL OUTPOST, GO TO 1.13

ARRIVING AT MEADOW, GO TO 1.18

ARRIVING AT THE ALLUVIAL RUINS, GO TO 1.20

ARRIVING AT THE MARSH OF REBIRTH, GO TO 1.25

ARRIVING AT LONE TREE STATION, GO TO 1.32

2. LONE TREE STATION

Visible for miles around, Lone Tree is a single enormous giga-redwood rising out of the thick grass of a high prairie. From far away, the tree is all you can see, but as you come closer, you can see the rest of the station: the large box-garden plots hanging from the branches, the airship Swift moored to its dock in the tree's crown, the doors and windows carved into the trunk and peeking out from among the roots. Lone Tree Station has been the base of operations for the Rangers ever since the people came to the Valley. And ever since you became a Ranger, it's been your home.

3. WHITE SKY

IF SILARO MAKO IS IN PLAY, GO TO 53.6

IF WHITE SKY IS FLOODED, GO TO 3.1

IF THE MOON IS IN WANING GIBBOUS (DAYS 15 – 20), GO TO 3.2

OTHERWISE, READ:

From your vantage point you can see much of the southern shore of White Sky Lake, from the froth of rapids at the head of the Silverfin River to the mix of rocky promontories and pebble-strewn beaches that slowly curve around toward the opposite shore. There you see the village of White Sky and the tiny forms of villagers going about their business on the platforms and docks.

3.1

The paths around White Sky are a mess. Broken branches and fallen trees litter the ground, and long sections of them have been washed away. The village itself was mostly unharmed. A few boats were displaced or lost, and the utility buildings near the shoreline took a beating, but thankfully that's about it. Everywhere you go, you see villagers hard at work, cleaning up around the lake. If you can spare the time, they would appreciate your help.

Search the General set for Flood Damage, and put it into play.

3.2

As you approach White Sky, you can smell the tantalizing aroma of seasoned fish cooking over an open flame. When the moon is in waning gibbous, the people of White Sky invite their neighbors to join them in a celebration of the lake and the bounty it provides. The platforms are alive with people. You can't take two steps without someone offering you delicious food. Music and laughter fill the air.

Search the Valley set for up to three humans, and shuffle them into the path deck. This is in addition to the cards added from the White Sky set.

4. NORTHERN OUTPOST

The hike through the dark and gloomy woods has taken you hours, but you finally reach the Northern Outpost.

READ ONE:

If you've FIXED UP NORTHERN OUTPOST, read:

You can see the evidence of your previous work. The forest no longer encroaches on the building and you can get a clear picture of the surroundings.

The lead Ranger may scout 2 path cards.

However, Lunn's clutter has already begun to build back up. You could help him tidy up, but you imagine the rewards wouldn't be as great this time around.

Otherwise, read:

Scraps of wood, cloth, leather, and paneling lie scattered about the exterior. After long years of neglect, the forest around seems to press in on the outpost from all sides.

Search the Northern Outpost set for The Deep Woods, and put it into play.

›› Continue reading:

IF YOU HAVEN'T GAINED OR COMPLETED THE SEARCH (LUNN) MISSION, READ THE FOLLOWING:

You find a note tacked to the door. It reads: "I went to go investigate a strange presence in the forest. Be back by the full moon. If I'm not, I'm probably in trouble! - Lunn."

You step inside, but it's deserted. The note said Lunn should have been back days ago. Sounds like he probably needs help.

RANGERS CHOOSE:

A) Look for Lunn. Gain the **SEARCH (LUNN)** mission. Record **94.7** three days from now on the campaign tracker. You may choose this option only if you don't have another Search or Rescue mission.

B) Not today. Record **94.7** three days from now on the campaign tracker. Do not add Lunn to the path deck.

4.1

READ ONE:

If you've FIXED UP NORTHERN OUTPOST, read:

After a few hours of tidying, scrubbing, and general fixing, the outpost is back in some semblance of working order … for now. You breathe a sigh of relief at a job well done.

Each Ranger soothes 3 fatigue.

Otherwise read:

It takes hours of hacking back overgrowth and scrubbing the floor to get the outpost back in working order. You breathe a sigh of relief at a job well done. Future visitors to this outpost will have a much easier time reaching the structure now.

Each Ranger soothes 3 fatigue. Discard the Deep Woods if it's in play. Record **FIXED UP NORTHERN OUTPOST** on the campaign tracker.

5. SPIRE

IF SILARO MAKO IS IN PLAY, GO TO 53.6

OTHERWISE, READ:

Rising out of an island in the middle of the Silverfin, the first thing you spot is the landmark that gives the town its name. A massive gray spire at the center of the island towers over the cottages, workshops, and trade halls that make up the rest of the town. As impressive as it is, you know that it is but a protrusion of the ancient arcology that extends deep into the roots of the Valley.

6. BRANCH

IF SILARO MAKO IS IN PLAY, GO TO 53.6

OTHERWISE, READ:

The town of Branch spreads out among the trunks and branches of the giant cedar trees and tough, wrinkled dolewoods. The whole village is a maze of platforms and narrow walkways, all created from tree branches encouraged to grow together into dense mats punctuated by spherical homes.

7. FRACTURED WALL

The Fractured Wall is all that remains of a dam that once held back the waters of a wide and deep lake. Long ago, the dam failed, unleashing a terrible flood that tore through the Valley, depositing the ruin of its passage on the alluvial plain north of Tumbledown. Many believe this flood is responsible for the destruction of the Estian civilization.

8. MEADOW

IF YOU HAVE CELEBRATED THE HARVEST FESTIVAL	**GO TO 8.1**
IF IT IS CURRENTLY DAY 6, 12, 18, 24, OR 30	**GO TO 8.2**

OTHERWISE, READ:

The grasses in this part of the Valley rise so tall that you don't realize you've reached Meadow until the path suddenly opens, revealing several humble cottages centered around the stump of a fallen dolewood. A herd of ironwool sheep tend to the grass.

A shepherd stands nearby, casually watching the sheep. He waves.

"If you're here for the festival, you're early," he says. "Pretty soon, this place will be full of people from all over the Valley—and sometimes beyond! There's food, drink, music, and dancing! If there's one thing we know how to do in Meadow, it's throwing a party."

An ironwool sheep pauses to give you a look, then quietly goes back to its grazing.

8.1

The grasses in this part of the Valley rise so tall that you don't realize you've reached Meadow until the path suddenly opens, revealing several humble cottages centered around the stump of a fallen dolewood. A herd of ironwool sheep tend to the grass.

8.2

The grasses in this part of the Valley rise so tall that you don't realize you've reached Meadow until the path suddenly opens, revealing several humble cottages centered around the stump of a fallen dolewood.

The normally sleepy clearing is full of excited, chattering people. Lively music fills the air. Children run between the legs of the milling adults, playing tag. A set of tables have been dragged out into the center of the field and are already groaning under the weight of dishes of fragrant food. Beyond that, you hear uproarious cheering coming from a swirling circle of dancing villagers, spinning from partner to partner in an exuberant display.

Do not perform the usual setup for Meadow, and do not draw a path card on the first round in Meadow. Search the General set for Dancers Round, and put it into play. Search the Valley set for Ol' Bloody Clicker, and shuffle him into to the path deck. Then each Ranger chooses a dancing partner by searching the collection for a human and putting them into play within reach with their ❖ on them.

9. THE MARSH OF REBIRTH

The Marsh of Rebirth is the very heart of the swamp—a swirling morass of sluggish currents and thick waters stained with tannins. The heavy, humid stench of rot fills your nostrils, but despite the smell, the oxygen-rich air leaves you feeling invigorated. The Marsh of Rebirth is a place of decay and death but also of newborn life.

9.1

For the last hour, the ground under your feet has been growing soggier. The rich scent of loam and decay fills your nose. Finally, you walk under a corridor of arching boughs draped with hanging moss and find yourself standing on a narrow spit of dry land leading into a morass of black water, vines, and cypress trees. You've found a path that leads to the Marsh of Rebirth.

9.2

IF YOU ARE AT THE MARSH OF REBIRTH, GO TO 9.3

OTHERWISE, READ:

You carefully pick through the vine-covered ruins. The ancient carbon-composite walls are hidden by muck and moss, worn down by water and weather.

You brush aside a layer of grime and find a map carved into the wall. It shows this building as well as a large cluster of buildings deeper in the swamp. If there are any artifacts worth salvaging, you'll probably find them in the Marsh of Rebirth.

You step out of the ruins and get your bearings.

Exhaust each being.

9.3

The bunker is so covered in mud and reeds that it looks like just another hillock rising out of the swamp, but you spot a corner of dull carbon composite peeking through the grass. You find a hatch, pry it open, and cautiously climb into the black, cavernous interior.

Once inside, you see a series of rooms. Most are empty and overgrown, but in one room you find what appears to be a small dish of liquid metal with Estian script along the rim. You apply a universal power cell to the recharge port, and with some fiddling, you activate the device. Ripples flash across the surface, and suddenly the metal reforms into a topographical map of the swamp, replicated in stunning detail.

Gain the Topographone reward card.

10. TUMBLEDOWN

As you near the terminus of the Valley, the Silverfin rushes and churns between massive boulders on its way to the falls. Ahead of you, there is a constant, booming roar. Just beyond, the Silverfin rushes over the lip of the cliff and plummets hundreds of meters to the Verdessa far below.

11. ATROX MOUNTAIN

During your training, Calypsa would jokingly threaten to send you on a patrol of Atrox Mountain whenever she needed to provide you with some extra encouragement. Now, struggling up the side of the mountain, you can see why. The paths around Atrox Mountain are a maze of narrow trails weaving between rockfalls and slopes of unstable scree, and you know that lurking along the trail there may be an atrox waiting to pounce.

12. GOLDEN SHORE

IF AR TEL IS IN PLAY	**GO TO 12.1**
IF GOLDEN SHORE IS FLOODED	**GO TO 12.2**

OTHERWISE, READ:

Wherever sunlight kisses the shoreline, you can see how the Golden Shore earned its name: countless flecks of gold glitter beneath the water, sparkling through the light reflected off the surface. A wind comes in off the water, causing the grass to rustle with a soft hiss.

12.1

Ar Tel nods approvingly. "Look! That little tucked away spot under those trees. It definitely feels better, don't you think? Nothing spooking the fish around here. I can tell!"

Ar Tel pulls one of several collapsible fishing poles out of a long conical tube. "Here. Never let it be said that I don't pay my debts. Besides, how many vaulting rods does one person need?"

Gain the Ar Tel's Vaulting Rod reward card. Discard Ar Tel. Return **HELPING HAND** to the collection. Record **FOUND THE PERFECT FISHING SPOT** on the campaign tracker.

12.2

Nothing about the Golden Shore shines today. The evidence of the recent flood dominates the landscape. As far as you can see, waves and rushing floodwaters have left the lake shore caked in stinking brown mud and covered in jumbled piles of fallen trees and driftwood.

Search the General set for Flood Damage, and put it into play.

13. MOUNT NIM

Climbing the spurs of Mount Nim is tiring work. A brisk wind chills your skin. As you approach the summit, you look out and see almost the entirety of the Valley stretching to the south. White Sky Lake glimmers below, then, following the thread of the Silverfin River, you can spot the thin, gleaming spike of Spire in the distance. Beyond, you imagine you can see the mouth of the Valley, where the ground drops away into the emerald expanse of the Verdessa below.

14. BOULDER FIELD

Long ago, a great mountain once stood here, but as the millenniums passed, it steadily split and crumbled. At the edges of the boulder field, the ground is littered with round rocks the size of apples. As you head deeper in, however, the boulders grow larger until you find yourself weaving between what you imagine to be the bones of the lost mountain, pillars of rock that reach toward the sky.

15. ANCESTOR'S GROVE

A reverent calm suffuses your being as you step into the Ancestor's Grove. Each of the trees, from the smallest sapling to the towering giants at the grove's center, has been planted over the final resting place of a loved one. You move with care through the grove. You see several people, some keeping to themselves, some speaking softly, some bearing gifts, all here to commune with those who have passed. You pause and give thought to your ancestors.

16. KOBO'S MARKET

IF SPIRIT SPEAKER NAL IS IN PLAY **GO TO 16.1**

IF KOBO'S MARKET IS FLOODED **GO TO 16.2**

OTHERWISE, READ:

Given Ren Kobo's Messipian heritage, it's not surprising that he set up his market next to a clear, spring-fed lake. You see the market, bathed in sunlight, bursting with wares from both inside and outside the Valley. You hear the joyful chatter of bartering customers and merchants as you approach.

16.1

As Kobo's Market comes into view, Nal smiles.

To your surprise, she doesn't head to the market. Instead, she steps off the trail and sits on a nearby stump. After what feels like several hours, a hunched, leathery woman with a massive backpack trundles up the trail you followed, heading toward the market.

Nal calls to her, speaking a language you don't recognize. They speak for a few minutes, then Nal reaches into her tunic and pulls out a small bag, which she hands to the woman. In turn, the woman gives Nal a palm-sized glass disk with a strange plant suspended in its center.

After the woman leaves, Nal says, "I'm going to stay here awhile and speak with the spirit of this plant. It's from the Verdessa, so it might help me overcome whatever is preventing the spirit of the Verdessa from coming through."

"Actually," she says. "I have a feeling this will work better if we do this together." Nal takes your hand and gestures for you to sit across from her. She places the plant between you and closes her eyes. You do the same, and soon time dissolves. When you open your eyes, you see that Nal is troubled. "I can hear the spirit of the Verdessa again, but it's muffled, like a whisper. It's like she's distracted, searching for something that she's lost," she says. "I wonder what it could be."

Nal places a hand on your shoulder and her worried expression turns to a weary smile. "Thank you," she says. "I will return to Lone Tree with my new friend here and contemplate this further."

Gain the Nal's Understanding reward card. Discard Nal. Return **HELPING HAND** to the collection. Record **SPOKE WITH A SPIRIT** on the campaign tracker.

16.2

You crest the lip of the dell and see Ren Kobo's market. The pond in the center has overflowed its banks, and now half of the depression is a murky expanse of brown water. A few tents have been moved to the new banks of the pond, but you see at least one colorful patch of fabric rising forlornly out of the pond on a single remaining tent pole.

17. THE PHILOSOPHER'S GARDEN

IF SEILO GRISS IS IN PLAY **GO TO 17.1**

OTHERWISE, READ:

No one has ever been able to tell you how this patch of woodland got its name. You can't help but feel a shiver run down your spine as you travel through it, however. Although the grass is just as green, the same birdsong echoes through the branches, and the usual insects buzz in your ears, you can't help but notice that all the trees grow in strange and precise geometric patterns.

17.1

As you enter the edges of the strange patch of woodland, you pay close attention to the trees, looking for the one with the chameleon leaves. Seilo is beside himself with excitement, running to and fro as he sniffs flowers, pokes at plants, and at one point, you're sure you see him petting a bee.

Even as he wanders around, you start to notice the patterns that the trees grow in, and how those patterns seem to be drawing you toward the highest point in the garden.

18. THE HIGH BASIN

IF LYN MIRA, WOODWORKER IS IN PLAY **GO TO 18.1**

OTHERWISE, READ:

High above the forest below, the basin gleams in the sunlight. Smaller than White Sky Lake, the water in this mountain tarn is much deeper—the clear, cold water darkening to deep blue in the center. The elders say that nobody has ever reached those depths, and looking at it for yourself, you can well believe it. You wonder if there are submerged caves in the depths, and if any of the High Basin's water drains into even deeper subterranean passages.

18.1

Lyn whoops in delight. She sprints down to the shore, and as you follow, you find her poking happily at a massive, partially submerged tree, felled near the basin's edge.

"Take a look at this," she crows. "Dolewood!" She raps it, and you hear a solid thunk. "You couldn't ask for better conditions. The bark is still perfect, and all this rot just makes it easier to clean out!"

Search the path deck for a Rotting Dolewood, and put it into play.

Lyn lays out several tools and readies her saw. The energy blade flickers and comes to life. She gestures toward her tools. "Instead of standing around, why don't you take one of these and help? Finishing this canoe will go a lot faster with multiple hands!"

Clear Lyn with to complete the canoe.

19. THE PLUMMET

IF DACE, AMBITIOUS SHAPER IS IN PLAY **GO TO 19.1**

OTHERWISE, READ:

The Plummet is visible from kilometers away, a perfectly vertical, sheer cliff looming over the Valley. It's impossible to climb, so the only way to the top is a series of dangerous trails around the edges, to approach it along the lip of the Valley from the north, or to zip to the summit on a spiderline.

19.1

You reach the lip of the Plummet, and you and Dace stare over the sheer drop. She takes a deep breath, and starts to pace back and forth along the edge. You hear her repeating, quietly "I am light as a feather, rising to the sun," over and over.

You start to say something about there being a better way to test this, but suddenly Dace hurls herself over the cliff! You dash to the edge to see her falling, then slowing, then gracefully gliding at the pace of a brisk walk. As she reaches the base of the Plummet, she stops, rises back up, then settles softly to the ground.

You can hear her whoop of victory echoing off the rocks.

Gain the Light as a Feather reward card. Discard Dace. Return **HELPING HAND** to the collection. Record **SEEN A PERSON FLY** on the campaign tracker.

20. CROSSROADS STATION

Crossroads Station sits at the confluence of several trails and paths leading through the Valley. Built upon a well-preserved Estian ruin, the station is the vision of the artificer Bael Orlin, son of the legendary artificer Mora Orlin. He designed the exterior to reflect the symmetry often found in Estian architecture while paying homage to the nautical engineers of the ancient past, whom the Orlins hold in high regard as pioneers in artificing.

21. THE FURROW

It looks like a massive plow sliced through the ground, carving a trench dozens of meters wide through forests, hills, and across valleys and ravines. This path of churned earth was left by the terravore as it slowly travels south, consuming everything in its path. It's said that the features that once dotted this landscape stay intact inside the terravore for decades. You wonder what discoveries still lay in its depths.

22. BIOLOGICAL OUTPOST

Many years ago, the Rangers strung a blind between several towering trees, large enough that half a dozen people could live in cozy comfort. In the time since, the blind was replaced by a multistory building, with space enough to accommodate a small village. Here the locals devoted to biological research study the Valley's wildlife, especially focusing on the area's unique biomelds.

23. HEADWATERS STATION

The current strengthens as the river narrows, flowing swiftly from a claustrophobic canyon up ahead. Your boat bucks against the swift-moving water, but you finally make it past the mouth of the canyon, and find a rope rigged along the rock wall, perfect for pulling yourself along. After long minutes of hauling, the canyon widens and you pull yourself into a circular basin. Several small waterfalls form a droning chorus, downing out all other sound as they feed the sapphire-blue pool.

23.1

You were told the waters of Headwaters Station had magical properties, and when you dive into the deep blue pool, you can see why. The water is cold but not unpleasant, and you feel tingles run down your arms as effervescent bubbles play across your skin.

As you swim deeper, shapes rise out of the indigo gloom, indistinct forms of animals and people that spin and dive around you. The darkness seems to be illuminated by an expanse of gleaming sand, but as you swim closer, you realize that it's a field of stars.

You plunge into the starry expanse, the shapes moving with you and carrying you along. Suddenly, the light grows brighter. You find yourself heading toward a wall of shimmering light—and then you burst through it and erupt out of the water.

You spend a long time on the edge of the pool, gasping for breath as your lungs clench and burn. But even as your heart thunders in your ears, it feels like your mind has never been clearer.

Gain the Clarity of the Headwaters reward card.

24. GREENBRIAR KNOLL

IF JARIS, WILLFUL YOUTH IS IN PLAY **GO TO 24.1**

OTHERWISE, READ:

The head-high grass makes it impossible to spot the knoll until the ground slopes upward, and you begin to climb a gentle grade.

As you finish your ascent, you find yourself on a hilltop. At the summit, you find a dais of time-worn and lichen-crusted stone, with narrow threads of metal weaving through it. You can see the dulled and patinated threads form distinct patterns—the mark of the Estians.

24.1

As you ascend the slope, Jaris sprints ahead of you to the top. You circle around the dais of overgrown stone at the summit of the knoll, and you set down your packs and make camp. In the failing light of evening, you drift off to sleep.

You wake with a start. You sit up. All is dark and still. You realize you're alone. The bedrolls are empty. A chill runs up your spine as you look frantically around the dais. Then, as you stand at the center of the knoll, you hear a rustling in the grass … just behind you.

Set aside your other game components. Shuffle the challenge deck.

Starting with the lead Ranger, going clockwise, each Ranger may draw a challenge card and place it faceup in front of them, or choose to pass. Once a Ranger passes, they are out, and cannot draw any more challenge cards.

If a Ranger draws a challenge card with a icon, they may choose to place it in front of a different Ranger who has not passed.

When any Ranger has a matching pair of challenge icons in front of them. Do the following based on which icon there's a pair of:

2 or more : You have conquered your fears! Gain the Face Your Fears reward card.

2 or more : You gain flashes of insight into your near future. Scout 6 path cards and gain 1 energy of each aspect.

2 or more : Fear overwhelms you! Suffer 1 injury, and discard all the challenge cards in front of you. You may not draw any more or have cards placed in front of you.

Once all Rangers have passed or been overwhelmed by fear, continue.

You sit up to find the knoll still bathed in the dull red glow of late evening. Jaris sits up as well, gasping suddenly, then visibly relaxes when he sees you. For a long moment, you silently stare at each other. Jaris shudders. "Let's get out of here," he says.

You clasp Jaris on the shoulder and congratulate him on being tough enough to sleep on Greenbriar Knoll.

Jaris places his hand on your shoulder, clearly affected. "It wasn't at all like people said. It was like the knoll was trying to get me to

understand something. I'm not sure what." Jaris gives you a rare smile, then starts down the trail back to Meadow.

Discard Jaris. Return **HELPING HAND** to the collection. Write **FACED YOUR DEEPEST FEARS** on the campaign tracker.

25. THE CONCORDANT ZIGGURATS

As the plains around Meadow rise up to meet the cliffs on the western edge of the Valley, you reach the first of the Concordant Ziggurats. Some say that they are part of an unfinished network of power stations, but no one knows for sure. There are five intact ziggurats in the Valley, along with the ruins of several others, and travelers from beyond claim to have seen identical structures as well.

As you near the base, you feel a resonant thrum. It vibrates the very air around you, causing pressure to build inside your head. The Ziggurats—whatever they are—yet live.

26. STONEWEAVER BRIDGE

The Silverfin flows cheerly beneath the great bridge, which was coaxed from the very earth and shaped by the Stoneweavers in a display of great discipline. The shapers from the Monastery spent several years to manifest this marvel and only finished the work last spring. Since then, you can't walk twenty paces in Spire without overhearing someone talking about how wonderfully useful it is.

27. MOUND OF THE NAVIGATOR

From the pillar of rock known as the Mound of the Navigator, you can see for miles in all directions. Many centuries ago, the Estians cultivated an arboretum at the summit of the mound and carved the narrow switchback trails that lead there. As you approach, a flock of dark-feathered birds lifts to the sky, leading your eye out into the Valley and to the distant mountains beyond.

28. TERRAVORE

From far away, it looks like a massive molehill winding through valleys and over ridge lines, a ridge of rocky ground cutting through the trees. Only as you get closer can you make out the incongruous details: the regular height and width of the ridge: the occasional vents oozing steam into the still air, and the gaping cavern where the ridge finally terminates in a glen.

As you get closer, you can see how the land—bushes, trees, rocks, and dirt—looks like it's been scooped into that maw-like cavern. Then the entire "ridge" shudders and slides forward, and a few more inches of land are shoveled into the maw. The entire ridge is one of the legendary terravores, a kilometers-long biomeld that slowly but inevitably consumes and processes everything in its path.

28.1

You carefully climb into the gaping mouth of the terravore, coughing slightly as you breathe in the acrid, humid air. The light quickly fades away as you go deeper, and the air becomes thicker and thicker. The ground becomes more jumbled and chaotic as well, and you see rocks and tree trunks giving way to smaller, splintered chunks.

Eventually you come to a smoking, bubbling pool that seems to block your progress. You look around and manage to find two routes. There seems to be a path along the side of the pool, near a series of protrusions that look uncomfortably like rib bones in the side of the terravore. However, there is also a particularly large log half-submerged in the pool that it looks like you could crawl across.

RANGERS CHOOSE:

A) Take the path along the side.

Draw a challenge card.

If the card has a ☼ icon: You safely make it to the other side of the pool, although you flinch once or twice when you hear a strange skittering above you.

Otherwise: You are about halfway around the pool when dozens of pale, blind mites the size of your hand drop down from the ceiling and skitter all over you. You spend a few horrifying minutes scooping them off you and throwing them into the pool before making it to the other side. Each Ranger suffers 3 fatigue.

B) Take the log through the pool.

Draw a challenge card.

If the card has a ☼ or ▲ icon: You safely make it to the other side of the pool, although the log dips uncomfortably low into the liquid.

Otherwise: You are halfway across the log when you slip and, before you can catch yourself, your leg splashes briefly into the pool. Your clothing immediately begins to smoke and dissolve, and although you get to the other side, you can't get the burned clothing off before some of the liquid eats into your skin and leaves some nasty burns. Each Ranger suffers 1 injury.

›› Continue reading:

You proceed a little farther and are just about to turn back because of the unbreathable air when you see something glowing just up ahead. It appears to be a vine, something not of the terravore but linked to it, with fine hair-like roots burrowing into its flesh. As you inspect it, it seems like this links into the biomeld's nervous system. You figure out how to detach it, and wonder if maybe you could link it to yours, and what it would do?

Gain the Dendritic Vine reward card.

29. THE GREENBRIDGE

A series of tall, vine-wreathed supports rise out of the swamp. Lengths of equally vine-wrapped cables stretch between them, creating a spindly living above the treetops. The bridge creaks and sways as you walk upon it, and far below you can see the fortress of cypress trees known as the Cypress Citadel. How stable is this bridge?

30. MICHAEL'S BOG

Amidst the swirling white mist, you can barely make out the shape of the ruin, nearly swallowed up by mounds of grass and half sunken into the murky water. Calypsa told you the whole bog was named after the first artifact an intrepid explorer found within, a red steel device of unknown purpose, inscribed with the characters: "—ty of Michael."

31. THE CYPRESS CITADEL

Stepping between the imposing trunks and thick roots of a pair of towering cypress trees, you find yourself in a cathedral of greenery. Dragonflies, butterflies, and gnats drone lazily through the warm, still air. Cypresses rise up on all sides, their branches intermeshing to form walls of leaves. The "floor" is a thin pool of still water that stretches from one end of the space to the other. Only a few centimeters deep, it reflects the filtered light back into the branches, giving the Cypress Citadel a green, diffuse glow.

32. THE FROWNING GATE

IF KASENDE, EXPERT HUNTER IS IN PLAY — **GO TO 32.1**

OTHERWISE, READ:

Although the land around the swamp is thick with trees overgrown with moss and vines, you recognize the infamous Frowning Gate as you approach. Ancient trees curl over the path to form a gnarled arch, heavy with drooping curtains of moss and choked with vines. Beyond the arch, the trail descends to the depths of the swamp.

32.1

"Here we are," Kasende says. "The Frowning Gate."

Ancient trees curl over the path to form a gnarled arch, heavy with drooping curtains of moss and choked with vines. Beyond the arch, the trail leads to the swamp, and you hear a rhythmic sloshing sound as something moves through the muck.

Kasende unslings her whispercrack darter. "Time to go to work," she says. "Keep an eye out. The hydraworms like to hide just beneath the surface of the water." You follow her into the swamp ready to "prune" some hydraworms.

33. SUNKEN OUTPOST

Kordo told you that when the Rangers first explored the Valley, they set up outposts every few kilometers. They had deliberately placed some in the most inhospitable locations, assuming that would be where they would be needed the most.

Pushing aside another curtain of moss and cobwebs, you see one of those forlorn outposts before you. The building has sunk deep into the swamp. Between the grime-caked walls and the hydraworms that seem to be inhabiting it, it's clear that no Ranger has visited this outpost in quite some time.

34. ARCHAEOLOGICAL OUTPOST

Silaro Mako, the Valley's preeminant archaeologist, set up this outpost many years ago with the help of his father. Since then, he has spent precious little time here, instead using it as a storage facility for many of the most interesting artifacts he's recovered during his expeditions. Inside, you find tables covered with neatly cataloged and carefully arranged artifacts and several notebooks containing the observations of Silaro Mako and his colleagues.

34.1

You sort through the notes left by Silaro Mako as well as other archaeologists and historians who have worked here over the years.

Draw two challenge cards. Read the entry based on the challenge icons on the drawn cards:

☼ ☼: On an old calendar date recorded as "2085 CE," the great Atlantian arcology reef announced it had received the final communication from the Lagrangian shade construction teams. Due to the worsening storms, their ships could not return to Earth.

▲ ▲: On the old calendar date "2078 CE," the Estians celebrated the first milestone of a Generational Project with their "eastern cousins" when the "Messipian Sea" began to fill. Soon after, they held a memorial for a mighty river whose name is too complex for you to translate.

⮟ ⮟: On the old calendar date "2099 CE," Estian scouts came across a "Sentinel-class Automated Combatant" bogged down at "outer marker 272-59B." It contained a message from the "Washington Arcology" who was attempting to reestablish contact with the "lost arcologies of the western states." However, the automaton was inert, and the scouts could find no way to reactivate it or send a message east.

☼ ▲: On the old calendar date "2091 CE," The Estians note that extreme atmospheric interference and the deteriorating satellite network mean they have received no messages from distances farther than five hundred kilometers in nearly a year.

☼ ⮟: On Estian calendar date "451," the Estians recorded that a third of all available arcology resources had been diverted to "the new Generational project." There is no further indication as to what this project is.

▲ ⮟: On Estian calendar date "811," the Estians recorded that the arcology's population has dropped by half, following "all planned projections."

35. RINGS OF THE MOON

Rising up from a series of small hillocks along the edges of Meadow's vast prairie, the large towers each support a massive loop of dull-gray metal and ceramics. Some have broken into half- or quarter-circles, but a few are still intact. The locals in Meadow say that if you go to the edges of the Valley with a scope and look back through all the loops at once, you'll see another world in a reality just sideways from your own. Almost every artificer who's inspected the rings, however, believes they are part of a vast (and nonfunctional) sensor network.

36. THE ALLUVIAL RUINS

On the plain north of Tumbledown, the Silverfin gathers its tributaries for the final descent over the falls and into the Verdessa. There you find a jumbled mix of ruined buildings, huge boulders, and massive chunks of masonry. You recognize the masonry as the same material that made up the great dam that collapsed and left the Fractured Wall to the north. For here is the debris left by the cataclysmic flood caused by that collapse; the ruins of the lost Estian civilization.

37. BOWL OF THE SUN

In a massive pothole carved over the centuries into the red-hued rock, someone has built a flourishing garden. Pipes, presumably carrying water, lead to and from the pothole and to smaller potholes on the periphery, each also growing carefully cultivated varieties of foliage. It's as if this sunkissed plateau housed a living lexicon of every plant in the Valley and beyond.

38. WATCHER'S ROCK

From Watcher's Rock, you can see for dozens, maybe even hundreds of kilometers across the ocean of green that fills the lands south of the Valley. From this vantage point, the inhabitants of Tumbledown stand watch over the Verdessa. Today, like most days, all is quiet.

39. A TRICK OF THE LIGHT

ENTERS PLAY	**IF YOU'VE MET AN INTERLOPER, GO TO 39.1** **OTHERWISE, GO TO 39.2**
CLEAR ▲	**IF YOU'VE MET AN INTERLOPER, GO TO 39.4** **OTHERWISE, GO TO 39.5**

39.1

A glint of light, a strange movement in the shadows, and you sense the familiar presence of the yeti. You see its form disappear behind a distant tree yet again.

You will have to clear A Trick of the Light with ▲ to track down the yeti again.

Go to 39.3.

39.2

You see a dark shadow moving through the trees. You freeze, trying to get a better look at it. The shape seems humanoid, but taller than you, with a slightly forward-sloping posture. It steps into the light for a moment, and you catch a glimpse of a being covered in long fur. Then it steps behind a tree and vanishes. You hurry to the spot where you last saw it but find nothing.

You will have to clear A Trick of the Light with ▲ to track down the mysterious figure.

Go to 39.3.

39.3

READ ONE:

If Kordo is in play:

Kordo's eyes light up, and he moves off toward the being. He pauses at the tree, then points to where a small branch has been half broken. Beyond that, some blades of grass have been bent over. Without a word, Kordo slinks off through the brush, beckoning you to follow.

Add 5 ▲ to A Trick of the Light.

Otherwise, read:

You look for impressions in the ground or broken twigs, for something—anything—to give evidence of this strange being. This would really interest an experienced tracker like Kordo down at Lone Tree.

39.4

You track the yeti as you did before. As you get close, its figure slips behind a nearby tree. You're sure that there was no way a being that large could hide behind that tree. But when you approach, it's gone yet again.

IF KORDO, RANGER VETERAN IS IN PLAY **GO TO 39.6**

OTHERWISE, READ:

You turn, and a familiar form is standing before you. The yeti spreads both of its arms and reaches toward you, its furry hands hovering centimeters over your shoulders. Then it lowers its arms. Hesitantly, you stretch out your arms and do the same to it. The yeti hoots softly, a sound that seems somehow satisfied to you. Then it steps back and walks off into the forest. You feel a sense of calm knowing that you have a friend in these woods.

Each Ranger soothes 2 fatigue.

39.5

You move through the trees, not sure if you're actually following something. You're not even sure you really saw a being at all. You look for tracks, signs of passage, anything to guide your way. Then suddenly, you come around a tree and find yourself face to face with a tall, furry humanoid, with features that seem to be a blend between human and ... something else. You've heard stories of the yeti before, but you thought they were just that: stories!

You look at the yeti for a long moment, and it looks back at you. Its eyes meet yours, and you feel oddly at peace, as if you and this yeti share an ancient kinship.

You begin to speak, and in response, it rumbles in a low, somehow nonthreatening, manner. Then it steps back, and slips behind a tree. You move to follow, but it's no longer there. Something glints on the ground, however, right where the being had been standing.

Gain Translocator reward card. Write **MET AN INTERLOPER** on the campaign tracker.

IF KORDO, RANGER VETERAN IS IN PLAY **GO TO 39.6**

OTHERWISE, READ:

You try to follow the yeti, but it's vanished again! You're going to need someone more skilled in tracking than you to keep following this thing. You think Kordo back at Lone Tree might be able to help.

39.6

At your side, Kordo breathes out slowly. "Well, I'll be planted! C'mon then, let's keep after it!"

Kordo quickly spots wisps of fur, small impressions in the ground, bent grass, and other signs of passage. He leads you on a rapid chase through the trees, pointing out each sign as he passes.

After a long five minutes of running through the forest, the yeti stops on the far side of a small clearing. Kordo stops next to you and holds out his hands. "Wait, wait. We mean you no harm."

The yeti looks at you all for a moment, but especially at Kordo. Then, slowly and deliberately, it nods. It takes a small silver ovoid from somewhere and sets it on the loam. Then, without any fuss, it fades into nothingness and disappears. Kordo stands unmoving, a smile as wide as the Valley on his face and tears of joy in his eyes.

Later that day, Kordo finishes packing his bag. "I'm headed back to Lone Tree. Thank you for this. I won't forget it."

You clasp his shoulder and say farewell. He saunters down the trail, whistling a jaunty tune.

Discard Kordo. Return **HELPING HAND** to the collection. Gain Kordo's Instinct reward card. Write **FOUND KORDO'S QUARRY** on the campaign tracker.

40. THE DEEP WOODS

The evergreen woods of the northern mountains consist of massive rotting cedars intermixed with silver firs draped in hanging moss. No light filters down from the canopy, leaving the forest floor a gloomy cathedral, crowded with tree trunks and lichen-covered rocks. You can't see more than a few meters ahead, and all around you, the forest seems completely quiet.

41. LUNN, OUTPOST TENDER

ENTERS PLAY	**IF YOU'VE SAVED LUNN, GO TO 41.1**
	OTHERWISE, GO TO 41.2
CLEAR ▲	**IF YOU'VE SAVED LUNN, GO TO 41.3**
	OTHERWISE, GO TO 41.4
CLEAR ✡	**GO TO 41.5**

41.1

Lunn is still wearing his oversized cloak, still with damage from his close call. "My friends!" he yells. "It's so good to see you again."

He beckons you closer. "I've got some items to trade as usual. And after what you did for me, I think I can swing some pretty good deals," Lunn says with a wink, gesturing toward the notably disheveled outpost.

Clear Lunn with ▲ to trade for his wares.

41.2

A small man wearing a Ranger's cloak that seems at least two sizes too large steps out from the trees and waves. "People!" he yells. "I don't see too many travelers up here. What an opportunity!"

He beckons you closer. "I've got some items for trade, if you're interested. They're around here somewhere!" Lunn says, gesturing toward the notably disheveled outpost.

Clear Lunn with ▲ to trade for his wares.

41.3

Lunn eagerly unfurls a canvas roll, revealing his collection of found objects. "See anything you like?" Lunn asks. "I'm happy to trade for anything you have. If it wasn't for you, I might still be lost in the woods!"

Each Ranger may search their Ranger deck for a gear and add it to their hand. Then each Ranger may return a gear from their hand to the collection. If they did, then they choose a starting gear card from the collection that they meet the stat requirement for and add it to their hand. (This alteration to their deck is permanent.)

Lunn happily trades with you. When you're finished, he wraps up the canvas and heads out into the woods, whistling his usual aimless tune.

41.4

Lunn beckons you over and sets down a roll of heavy canvas. He unties the artilope leather straps and rolls out the canvas, revealing his collection of found objects. "See anything you like?" Lunn asks. "Interested in a trade?"

Each Ranger may return a gear from their hand to the collection. If they did, then they choose a starting gear card from the collection that they meet the stat requirement for and add it to their hand. (This alteration to their deck is permanent.)

Lunn makes a chirping sound to himself as he inspects his newest acquisition. Then he sets it on the canvas, rolls it up, and wanders off into the woods without as much as a goodbye. You hear him whistling a strange, aimless tune as he vanishes among the trees.

41.5

Lunn groans and collapses. The wound doesn't seem life threatening, but when you try to move him, he curls up and moans. You get out your medical supplies, and set to work treating him. This may take a while.

End the day.

42. TOPSIDE MAST

ENTERS PLAY	**GO TO 42.1**
CLEAR ▲	**GO TO 42.2**

42.1

High atop Lone Tree Station you'll find a series of circular platforms of polished wood and forged carbon. During your training, on clear, windless days, these platforms served as a refuge. You would often spend your free time in the afternoons bathing there in the sun, sitting in quiet contemplation and looking out over the mirrored surface of White Sky Lake. You'd also look wistfully at the airship known as the Swift, it's hull gleaming in the sun, as Ben Amon would climb aboard and launch it into the air.

The legs of the vehicle would compress and then extend with a sudden movement, propelling it upwards with tremendous force. Then, once it reached its apex, its wings would unfurl, and the glider would soundlessly soar toward the horizon, steadily descending as it flew toward its destination.

Calypsa told you and the other initiates that it was prone to roll and crash in inclement weather, and if you flew it any great distance, its energy cells would drain, and the Swift would grow inert, unable to launch for days before the cells recharged.

All this was clearly meant to dissuade you from taking the Swift out on your own, but when you look at the airship, you can't help but feel a surge of excitement. To soar high above the Valley would surely be exhilarating, if not a little terrifying. Now that you're a full-fledged Ranger, perhaps you can convince the crew to take you for a ride.

Clear Topside Mast with ✥ to take the Swift for a ride.

42.2

You climb aboard as Ben Amon himself emerges from the hangar and hops into the pilot's seat. "Strap in!" he says, lowering a pair of goggles over his eyes. "I heard that you made quite the case to the crew. Honestly, though," he says with a smile, "I never need much of an excuse to take the Swift out for a walk. There's nothing in this world like flying. You'll see!" With that, Ben Amon flips a series of switches and you feel the Swift come to life.

You may immediately end the round and travel to any location within 3 paths (including rivers). Use the terrain type of the last path you crossed over. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Topside Mast, and resolve the remainder of the test as normal.

43. HANGING GARDENS

Five meters above the ground, you step out of the doorway leading into the trunk of Lone Tree and onto the wildly swinging catwalk of boards and rope. You keep a firm grip as you make your way toward the massive boxes, each as large as a flatboat and overflowing with plants that hang from the tree's thick branches. As the wind shifts, you catch the heady aroma of blooming flowers and ripe vegetables.

44. KORDO, RANGER VETERAN

ENTERS PLAY	**IF YOU DON'T HAVE EITHER THE ACCOMMODATION OR INTERVENTION MISSION, GO TO 44.1**
	IF YOU'VE FOUND KORDO'S QUARRY, GO TO 44.2
	OTHERWISE, GO TO 44.3
CLEAR ▲	**IF HELPING HAND IS ATTACHED, GO TO 44.4**
	IF YOU'VE FOUND KORDO'S QUARRY, GO TO 44.5
	OTHERWISE, GO TO 44.6
CLEAR ✡	**GO TO 44.7**

44.1

Through the brush you hear two people arguing at each other. One you immediately recognize as Kordo Haverson, but it takes a moment before you recognize the other as Spirit Speaker Nal. You don't think you've heard her raise her voice before.

You push forward and come across the two of them in the midst of a heated debate. Kordo's face is flushed, and Nal has her arms crossed and is glaring. Although you're not sure what's going on, you feel like you should step in.

If Nal is not in play, search the path deck for her, and put her into play in the same area as Kordo. Do not read her normal entry.

Go to 45.4.

44.2

Kordo roars out a welcome when he sees you. "The great hunters return! Good to see you. Just a moment, and I'll grab a bottle of the good stuff."

You spend an enjoyable few hours chatting with Kordo. When it's time for you to leave, he hugs you and looks a bit sad to see you go. "Glad you came by, fellows. You know, we should go hunting again 'fore too long, right? I know plenty of tales of more elusive beasts than that northern ghost."

44.3

You got to know Kordo Haverson well enough during your training, but this time the old former Ranger gives you a warm grin and clasps your hand. "Welcome back, fellows! How's your patrol been treating you?"

You realize that, with your training complete, Kordo sees you as fellow Rangers and not novice students. Now you get a chance to see a side of the veteran hunter that you'd never known before.

You get Kordo talking about some of his greatest hunts. He chuckles. "Well, my greatest quarry is the one I haven't caught ... yet. Up in the ... no, you know what, I'd better not talk about it. I don't want to send you on some hopeless chase."

Clear Kordo with ▲ to ask him about this elusive quarry.

44.4

Kordo stops and looks sternly at you. "I can tell something is on your mind. Can you keep helping me? Or should I head back to Lone Tree, and we try this another time?"

RANGERS CHOOSE:

A) Continue helping Kordo. Remove all ▲, and keep **HELPING HAND** attached to Kordo, Ranger Veteran.

B) Send him back to Lone Tree. Discard Kordo, Ranger Veteran and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

44.5

"So you are interested in another hunt!" Kordo seems quite pleased. "Well, I'll put my ear to the ground and see if I can find us a proper quarry some day. Might take a while, though, so not today."

Each Ranger soothes 2 fatigue.

44.6

"You know," Kordo says, a sly smile crossing his weather-beaten features. "Now that you're no longer in training, Elder Thrush can't stop you from coming on a hunt with me on account of it being 'too dangerous.'"

"Up in the Northern Woods, the ones in the mountains beyond the Valley, there's something up there that's evaded every snare, and I've lost every time I try to follow it. To this day, I haven't spotted more than a shadow in the trees." He sticks out his hand. "What do you say, fellows? Want to head up north with me and help me catch my greatest quarry?"

RANGERS CHOOSE:

A) Accompany Kordo to the Northern Outpost. Remove all ▲, and attach the **HELPING HAND** mission to Kordo, Ranger Veteran.

B) Some other time. Discard Kordo, Ranger Veteran. Each Ranger soothes 2 fatigue.

44.7

Kordo stumbles and nearly falls to the ground. Blood is running down his leg, and his foot is twisted at an alarming angle.

"My own fault," he grunts. "I'm sorry, but I don't think I'll be moving anywhere soon. Can you patch me up?"

End the day.

45. SPIRIT SPEAKER NAL

ENTERS PLAY	**IF YOU DON'T HAVE EITHER THE ACCOMMODATION OR INTERVENTION MISSION, GO TO 45.1**
	IF YOU SPOKE WITH A SPIRIT, GO TO 45.2
	OTHERWISE, GO TO 45.3
CLEAR ▲	**IF HELPING HAND IS ATTACHED, GO TO 45.5**
	IF YOU SPOKE WITH A SPIRIT, GO TO 45.6
	OTHERWISE, GO TO 45.7
CLEAR ✡	**GO TO 45.8**

45.1

From one of Lone Tree's balconies, you hear the voices of two people arguing. One you immediately recognize as Kordo Haverson's, but it takes a moment before you recognize the other as that of Spirit Speaker Nal. You don't think you've heard her raise her voice before.

You find the two of them in the midst of a heated debate. Kordo's face is flushed, and Nal has her arms crossed and is glaring. Although you're not sure what's going on, you feel like you should step in.

If Kordo is not in play, search the path deck for him, and put him into play in the same area as Nal. Do not read his "enters play" entry. Then go to 45.4.

45.2

Nal smiles when she sees you. "I've spent more time speaking with the Verdessian plant you and I found at the market," she says. "You'll be happy to know that I can hear the spirit of the Verdessa again, though only faintly. She's distracted and worried about something.

"The spirit of the Valley is agitated as well. Be careful out there. Don't be shy about asking the ancestors for assistance."

"Speaking of which," she says. "Would you like to assist me by accompanying me to the market again?"

Clear Nal with ▲ to discuss another trip to Kobo's Market.

45.3

You come across Nal, the Spirit Speaker of Lone Tree Station, sitting cross-legged before what looks like a floating disk of water. Her eyes are closed. You assume it's best not to interrupt whatever she's doing, and wait quietly for a few minutes.

The Spirit Speakers of the Valley are the most adept at communicating with the world beyond the visible—spirits great and small as well as those of the ancestors.

Nal's gifts are greater still. For with the help of a device crafted by Ben Amon, she is able to communicate over great distances, projecting images and emotions into the minds of Rangers in the field.

After several minutes, she opens her eyes and speaks. "The spirit of the Valley was eager to tell me that you were coming," she says. She turns to you and smiles warmly. "How can I help? If you need me to send a message, I may not be able to at the moment. The spirit of the Verdessa, the great jungle to the South, has gone silent. I don't know why. I feel like I need to get to the bottom of it before I do anything else. I'll be too distracted otherwise. Something's wrong."

Clear Nal with ▲ to ask how you can help.

45.4

You get between Nal and Kordo, and ask them what they're arguing about. Kordo huffs, then Nal rolls her eyes and turns to you.

"We have been debating this since Kordo and I first met, actually," she says. "It's a question of our role here, both as Rangers and inhabitants of this valley."

"Don't make it too dramatic," Kordo grumbles. "I just think that if we're going to be proper stewards here, it's up to us to clean up our ancestor's mistakes."

"Biomelds aren't mistakes!" Nal shoots back. "They may have been created for a purpose thousands of years ago, but in the time since they've evolved and become part of the ecosystem. They reproduce, they coexist, just like any other being."

"Oh, you think that caustic mulcher that has been lumbering around the wooded areas of the Valley is coexisting with everything else?" Kordo looks at you. "Maybe you can settle this. Nal thinks that big sticky-tongued, acid-drooling eating machine is a part of the environment. I, on the other hand, think that it's been eating its way through the rest of the ecosystem, and it's time to stop it. What do you think?"

He reaches into his pocket and pulls out a ball of cloth. You catch it and open it, and find that it's actually a long and lethal-looking gauzeblade.

Gain the Gauzeblade reward card.

Nal sighs. "Well it's important to be able to identify yourself to it just like any other being," she says, "The caustic mulcher, like the other biomelds around here, is an important part of the ecosystem. I haven't observed a drastic decrease in animal populations. Have you, Kordo? If the mulcher was a mistake, nature would have corrected it by now. It doesn't eat *everything*. Only what it must."

Kordo grunts. "You've already told me your plan to prove it. Coating yourself in leaf paste and seeing if the mulcher will eat you or spit you out? Sounds like a terrible idea."

"If I'm right," Nal says, "then the mulcher won't eat living plants, or something that tastes like one. It's not cutting a swathe through the forest. It's helping to manage it."

RANGERS CHOOSE:

A) Agree with Kordo. The mulcher must go. Gain the **INTERVENTION** mission.

B) Agree with Nal. The mulcher is misunderstood. Gain the **ACCOMMODATION** mission.

45.5

Nal catches you glancing anxiously at the position of the sun. She puts an arm on your shoulder. "You're worried about the time, I can tell. Do you need to return to your task, or can you still accompany me to Kobo's Market?"

RANGERS CHOOSE:

A) Continue helping Nal. Remove all ▲ from Spirit Speaker Nal.

B) Part company. Discard Spirit Speaker Nal and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

45.6

"So what do you think?" Nal asks. "Would you like to accompany me to the market again? I hear that Ren Kobo himself has recently returned. I'm always curious to see what he brings back from his travels."

RANGERS CHOOSE:

A) Accompany Nal to Kobo's Market. Remove all ▲, and attach the **HELPING HAND** mission to Spirit Speaker Nal.

B) Some other time. Discard Spirit Speaker Nal. Each Ranger soothes 2 fatigue.

45.7

Nal stands, and the floating disk which was hovering before her settles gently to the ground.

"As you know, Elder Thrush depends on me to communicate telepathically with Rangers in the field, but to do so effectively, I require the support of the most powerful spirits of this land. One of those, interestingly enough, is the spirit of the Verdessa. It shares a deep connection with the spirit of the Valley—like a mother to her child—and for some reason, I cannot reach it. It's very distressing.

"I've received word that a wandering botanist has recently returned from an excursion to the Verdessa, and that she's brought some rare plant specimens along with her. She is currently staying at the merchant's quarters in Kobo's Market. If I had one of these specimens, I may be able to use it to reconnect with the spirit of the Verdessa. Perhaps you could accompany me to the market? I would be very grateful."

RANGERS CHOOSE:

A) Accompany Nal to Kobo's Market. Remove all ▲, and attach the **HELPING HAND** mission to Spirit Speaker Nal.

B) Some other time. Discard Spirit Speaker Nal. Each Ranger soothes 2 fatigue.

45.8

Nal slumps and falls to the ground. You move to help her, clearing a space on the ground and making her comfortable. You determine that you'll need to stay here for the rest of the day to treat her injuries.

End the day.

46. THE GROWER'S ASSEMBLAGE

As you approach Meadow's village center, you hear the cheery sounds of commerce. Local foragers and ranchers have set up their daily market, and the people of Meadow have gathered both to trade and to socialize. Stalls of pine and forged carbon bustle with life, their awnings woven from long grasses dyed in a multitude of vibrant colors. Most are stocked with foodstuffs, from freshly baked bread to moss-cherry preserves to smoked mutton. You can see, however, that a few of the locals are trading gear and equipment as well.

47. HY PIMPOT, CHEF

ENTERS PLAY	**GO TO 47.1**
CLEAR ▲	**IF HELPING HAND IS ATTACHED, GO TO 47.2**
	OTHERWISE, GO TO 47.3
CLEAR ✡	**GO TO 47.6**

47.1

You hear Hy's shrill whistling long before you see him. It's said that every Ranger in the Valley has tried to teach Hy Pimpot a new song to whistle, but none of them have succeeded.

Eventually you spot the stout little gnome of a man intently chopping and mixing vinegary-smelling herbs and vegetables into a large bowl. "Good, good, you're here," he says without looking at you. "Try this stew. I need to know if I've hit the right balance between 'pleasant heat' and 'tongue searing. What does it need? Kelpweed? Mourning Root?"

You can help Hy Pimpot by gathering ingredients for the stew, or you can clear him with ▲ to ask him how to make the stew as good as possible.

47.2

"Ah!" Hy Pimpot waves at you. "What else have you brought me? Surely not just more ricegrass and chikorish leaves? I can get those here! You've got to get away from Lone Tree to forage, or this soup will be left simply … bland! You still willing to help, or should I head home?"

RANGERS CHOOSE:

A) Agree to keep helping. Remove all ⚠ from Hy Pimpot.

B) Not today, Hy can head home. Discard Hy Pimpot and return **HELPING HAND** to your collection. Each Ranger soothes 1 fatigue.

47.3

"Well … " Hy says in a way that makes it very clear that he was waiting for you to ask. "I'm tired of making my soup with the same pepper-pods and northern potatoes that grow around these parts. I just remember how good it can be when someone gets some of the herbs and tubers from elsewhere in the Valley." He stares at you intently. "I could use someone. Someone young, hardy, and already hiking around the Valley to take care of their responsibilities … "

Hy would like you to complete his stew using flora cards gathered while not at Lone Tree.

RANGERS CHOOSE:

A) Agree to help gather ingredients. Remove all ⚠ from Hy, and attach the **HELPING HAND** mission to him.

B) Not today. Discard Hy. Each Ranger soothes 1 fatigue.

47.4

IF YOU ARE NOT AT LONE TREE STATION **GO TO 47.5**

OTHERWISE, READ:

Hy Pimpot starts dicing, mashing, crushing, and even sautéing the various ingredients you've found, including a couple of plants you're fairly sure your Ranger training told you were only used for stilt-horse food. All of it goes into his large pot, which he sets to boiling with the biggest Sol coil you've ever seen.

After an hour, he emerges from his kitchen with a platter of wooden bowls, each steaming with a fragrant aroma. He passes one to each of you. You taste it gingerly, then start taking bigger and bigger spoonfuls. The soup is amazing! Fresh and light, but also hearty and filling all at once! You clamber for seconds as you heap effusive praise on the master chef.

Hy nods and smiles, but he seems distracted. "Thank you, thank you," he says. "But you know … " He thinks for a while. "Some of those ingredients just aren't as fresh as they could be. The gloomcaps, for example, I can tell they were in your pack for at least five hours. And the moss cherries … ah!" His eyes brighten. "Imagine how good it would be if I traveled with you, and cooked in the field, with herbs and spices picked right off the stem!"

Discard each flora attached to Hy. Each Ranger soothes 4 fatigue.

47.5

You're heading along the trail when Hy Pimpot suddenly shouts, "Stop!"

You look around, worried you're about to stumble into another puffercrawler. But instead you see Hy scrambling with his oversized pack, pulling out his portable Sol coil and pot. "Get me water," he shouts as he pulls some leaves from a bush along the trail. "This needs to go into the pot immediately, and the rest of the ingredients have aged … perfectly!"

You watch in bemused amusement as he dashes around the impromptu outdoor kitchen, dicing, slicing, mashing, frying, and at one point, smoking, the varied ingredients you and he worked so hard to gather. Finally, he raises his head from the steaming pot. "It's … " he says, his voice quavering. " ... just try it."

You gather around the pot, dipping your spoons into the fragrant broth. It is quite simply the best soup, and possibly the best food, you've ever had. The complex flavors blend perfectly, rich but not overpowering, fresh but hearty, warm and soothing yet light and effervescent. Your only regret, as you set down your spoon and realize the pot is empty, is that you may never taste something quite that good again.

Hy has a beatific smile on his face. "The best it's ever been," he says.

You all sit in contented silence for a while, before you get up the courage to ask Hy exactly how he made the soup. The master chef nods. "I'll tell you the recipe," he says. "As long as you promise to remember it, and practice it. Someday, I want you to serve me something even better than this!"

Discard each flora attached to Hy. Each Ranger soothes 4 fatigue. Gain the Hy Pimpot's Secret Recipe reward card. Discard Hy Pimpo and return **HELPING HAND** to the collection..

47.6

Hy Pimpot yelps, holding his hands tightly against his injury. "That … hurts … so … bad!" he gasps. "Oh my, oh my, oh my."

His face seems to be graying and you're worried he might faint. You need to stop and give him a chance to recover, and treat the injury while you're at it.

End the day.

48. AR TEL, ANGLER

ENTERS PLAY	**IF A RANGER HAS BISCUIT BASKET EQUIPPED, GO TO 48.1**
	IF YOU'VE FOUND THE PERFECT FISHING SPOT, GO TO 48.2
	OTHERWISE, GO TO 48.3
CLEAR ⚠	**IF HELPING HAND IS ATTACHED, GO TO 48.4**
	IF YOU'VE FOUND THE PERFECT FISHING SPOT, GO TO 48.5
	OTHERWISE, GO TO 48.6
CLEAR ✡	**GO TO 48.7**

48.1

"What's this, then?" The voice seems to come out of nowhere, then you look up to see someone standing on a rock overlooking the water. "Those smell like Hy Pimpot's famous juniper biscuits!"

You barely have time to notice that the person has a fishing rod before it flicks, out and the hook catches on the handle of the basket. With a practiced flick of the wrist, the basket now sits in front of the angler, who eyes the biscuits greedily.

"May I? I've haven't had a bite all day!"

Clear Ar Tel with ⚠ to ask about not getting any bites fishing.

48.2

You catch sight of Ar Tel perched on a rock just offshore, staring at the ripples where a fishing line sits undisturbed amid the gentle waves. The angler looks in your direction and calls to you. "I don't suppose you're on your way to the Golden Shore again?"

Clear Ar Tel with ⚠ to discuss another fishing trip.

48.3

Ahead of you, a partially submerged Estian ruin rises out of the water. Perched atop it, an energetic angler casts a high-arcing line into the lake with a tremendously long fishing pole.

The fisherfolk sees you, then reels in the line and flips the pole around. Thrusting the base of it into the water, the angler pushes off from the ruin and uses the fishing rod to vault to the shore, landing on the trail in front of you.

"No need to step lightly. Fishing's been awful lately. It's like there's not a single fish in all of White Sky Lake!"

Clear Ar Tel with ⚠ to ask about the poor fishing.

48.4

"Is this the fastest route to the Golden Shore? I want to try to get some fishing in before dark! You haven't changed your mind, have you?"

RANGERS CHOOSE:

A) Agree to keep accompanying Ar Tel to Golden Shore. Remove all ⚠ from Ar Tel.

B) Send Ar Tel home. Discard Ar Tel and return **HELPING HAND** to your collection. Each Ranger soothes 1 fatigue.

48.5

"I was just thinking about that spot on the Golden Shore you showed me. Best fishing I've had in years! If you're headed that way, mind if I tag along? I'm afraid I can't give you anything for it, but I would certainly welcome the opportunity. No safer place than by the side of a Ranger!"

RANGERS CHOOSE:

A) Agree to bring Ar Tel to Golden Shore. Remove all ⚠ from Ar Tel, and attach the **HELPING HAND** mission to Ar Tel.

B) Not today. Discard Ar Tel. Each Ranger soothes 1 fatigue.

48.6

Ar Tel harrumphs. "Not sure what it is, but the fishing's been terrible for weeks! I think something spooked the fish in these parts. I can feel it!" The angler appears contemplative for a moment. "Actually, I've been hearing tales of some amazing fishing spots across the lake at the Golden Shore. Maybe all the fish moved up there! Would you be willing to accompany me? I'd sure appreciate an escort, what with the 'fish spooker' hanging around somewhere."

RANGERS CHOOSE:

A) Agree to bring Ar Tel to Golden Shore. Remove all ⚠ from Ar Tel, and attach the **HELPING HAND** mission to Ar Tel.

B) Not today. Discard Ar Tel. Each Ranger soothes 1 fatigue.

48.7

Ar Tel gasps and falls to the ground.

You get Ar Tel to safety as quickly as you can, but it takes time. You'll have to wait to return to your duties tomorrow.

End the day.

49. VIRA, LAKE GUIDE

ENTERS PLAY	**IF A RANGER HAS BISCUIT BASKET EQUIPPED, GO TO 49.1**
	IF YOU'VE SAVED VIRA, GO TO 49.2
	OTHERWISE, GO TO 49.3
CLEAR ⚠	**IF YOU'VE SAVED VIRA, GO TO 49.4**
	OTHERWISE, GO TO 49.5
CLEAR ✡	**GO TO 49.6**

49.1

A massive, muscular arm drops over your shoulder, and you find yourself face-to-face with a tall woman wearing a thin smile.

"Hello there," the woman says. "Name's Vira, I make supply runs all over the lake." She sniffs. "Something in your bag sure smells good. Mind sharing?"

Clear Vira with ⚠ to charter her boat to immediately travel to any location on White Sky Lake.

49.2

"Hello!" You hear the shout from the water and see Vira waving to you. You head over, and she clasps your hands. "So, do you need to get somewhere? Normally, I stick around White Sky, but in your case I'll take you wherever a river reaches."

Clear Vira with ⚠ to charter her boat to immediately travel to any location connected to a River path.

49.3

The woman at the helm of the docked dolewood longboat has the shoulders that one earns after a life of paddling and pooling the Valley's waterways. She nods curtly in your direction. "I'm Vira, I make supply runs all over the lake."

She thinks for a moment after you introduce yourselves. "You know, if you need a ride somewhere around White Sky, I can take you. Just make sure you're ready to go when you call on me."

Clear Vira with ⚠ to charter her boat to immediately travel to any location on White Sky lake.

49.4

Vira shoves her longboat away from the shore and begins heading into the current. As she does, she starts to whistle. You're a bit surprised; you didn't realize she could whistle, let alone such a cheerful tune.

You may immediately end the round and travel to any location connected to a river. Use the river terrain type. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Vira, and resolve the remainder of the test as normal.

49.5

You move down the shore and find Vira cleaning the deck of her longboat. She looks up and sighs. "You ready?"

You may immediately end the round and travel to one of the following locations: Lone Tree Station, Golden Shore, or Atrox Mountain.

Use the lakefront terrain type when building the path deck. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Vira, and resolve the remainder of the test as normal.

49.6

Vira growls. "Well, that stung."

You attempt to help tend her injuries, but she waves you away irritatedly. Instead, Vira pulls out a pouch of medicinal supplies and begins to treat herself. You find yourself with nothing to do but make camp and wait for her to finish.

End the day.

50. THE BUBBLE

ENTERS PLAY	**GO TO 50.1**
CLEAR ◆	**IF YOU HAVEN'T RECEIVED THE ARCOLOGY ARCHAEOLOGY MISSION, GO TO 50.2**
	IF YOU ARE ON THE ARCOLOGY ARCHAEOLOGY MISSION, AND IT HAS 3 CHECK MARKS, GO TO 50.3
	OTHERWISE, GO TO 50.4

50.1

Standing on the edge of one of White Sky's platforms, you can see through the clear water to the lake bed a good five meters down. Nestled among the jagged rocks and mud is what looks like a large bubble of trapped air. You see green within and movement as well.

You ask one of the locals, a young boy, if there's anyone in the Bubble right now. "Just one," he says, not taking his eyes off the bobber on his fishing line. "Silaro Mako, the archaeologist. Said he wanted to study some of the old arcology gadgets down there."

When you ask when he's coming up, he laughs. "No idea. Silaro says the Bubble has plenty of food in it. You can stay down there forever."

50.2

The air inside the Bubble is surprisingly still, and laden with enough oxygen that you feel as if you've woken from a deep sleep.

In the center of the Bubble, you see a disk made of dull gray steel, maybe a few meters across. Someone has laid a bedroll next to it, and that same someone is crouched over the disk, studying it intently. The man looks up from his work and waves.

"Welcome to the Bubble! Come over here, why don't you?"

Silaro shows you the disk, which appears to be stamped with concentric rings of indecipherable text. He also shows you a translation device he's built, a glass plate that, when laid over the text, slowly translates parts of it into something legible.

After a long time enthusiastically talking about his work, Silaro gets a thoughtful look in his eye. "You know, there are arcology ruins all over the Valley. If you ever find anything interesting, I'd love for you to bring it by and show me. I can give you one of my translation plates too. That might help in any exploration you do."

Gain the **ARCOLOGY ARCHAEOLOGY** mission.

"Come back to me to show me what you've found. You can find me here, or in Spire, down in the arcology ... or out in the field studying the Fractured Wall. So much to discover! I can't bear staying in one place for too long."

50.3

Silaro gasps in delight when you show him a set of small glass bricks you found among the ruins. They seemed totally unremarkable, except for a glowing golden mote of light trapped in the center of each. He brings them to his bedroll and pulls out a scanner, running it back and forth across the glass. Eventually, he sits back with a broad grin on his face.

"These, I think, are quantumly entangled photons. I don't know how they're suspended in this medium, but the golden sparkles we see aren't the photons themselves. I think they're the photon's quantum 'ghosts.'"

He pulls out a pair of circular devices with faces of darkened glass. He flips them over to reveal a square slot. "Yes, the inscriptions I found said these needed to be powered by entangled photons, but I didn't know what that meant until now."

He plugs a cube into one of the devices. Slowly, long golden lines appear on the dark glass. Though the lines seem random, something about their movement tugs at your mind, like they're trying to tell you something.

Silaro hands one to you. "The Estians called them 'probability compasses,' but I'm not sure what they do. Try it out! I'm reasonably sure it's not dangerous."

Gain the Probability Compass reward card. Complete the **ARCOLOGY ARCHAEOLOGY** mission.

50.4

The Bubble is just as peaceful as you remember, the thick carpet of moss deadening your footfalls and feeling as soft as a finely woven hammock when you sit down.

You chat with Silaro about his ongoing translation work for a bit, then settle in to relax and refocus your mind. Your meditation lasts for about an hour, until the small romp of lutrinals that live on the far side of the Bubble think it would be more fun to splash some of the exit pool on you. The resulting water fight between you and a dozen otter-cat hybrids isn't exactly relaxing, but it does leave you with a smile on your face.

Each Ranger soothes 2 fatigue.

51. ELDER MURTOK GRAL

ENTERS PLAY	**IF A RANGER HAS BISCUIT BASKET EQUIPPED, GO TO 51.1**
	IF YOU'VE COMPLETED LURE (QUIET) , GO TO 51.2
	OTHERWISE , GO TO 51.3
CLEAR ▲	**IF YOU'VE COMPLETED OR CURRENTLY HAVE LURE (QUIET), GO TO 51.4**
	OTHERWISE, GO TO 51.5
CLEAR ✡	**GO TO 51.6**

51.1

"Well, well. What have we here?" Elder Murtok sets down his fishing pole and walks toward you. "The Rangers' famous juniper biscuits! The smell alone is almost enough to make me forget about our troubles. If only we could solve our problems with baked goods!"

Clear Elder Murtok with ▲ to learn what's troubling him.

51.2

As you walk along White Sky's outermost platform, you see Elder Murtok Gral leaning out over the railing, eyes focused on the lake. He has a long, thin fishing pole in one hand, casting with quick, practiced motions. His eyes are closed; he seems to be fishing entirely by feel.

His eyes drift open. "I recognize those footsteps," he says. "I must say, it's nice to know that Quiet isn't lurking about anymore. But it does feel different without her. Doesn't it?"

Clear Elder Murtok with ▲ to ask what there is to do around White Sky.

51.3

As you walk along White Sky's outermost platform, you see Elder Murtok Gral leaning out over the railing, eyes focused on the lake. He has a long, thin fishing pole in one hand, casting with quick, practiced motions. He seems distracted, however, staring at the distant shore.

"Oh, hello," he says. "Always good to have Rangers on the platforms." His eyes never leave the shoreline. He seems to be looking for something.

Clear Elder Murtok with ▲ to find out what's on his mind.

51.4

"Thank you for your help," he says. "Now, is there anything I can do for you?"

You ask him if there's anything else you can do for the folks of White Sky, and he thinks for a moment. "A lot of people have been complaining about the poor fishing around here lately. Including myself! I recommend talking to Ar Tel about that. Otherwise, you could always swim down to the Bubble and see if Silaro needs help. He'd be happy for the company!"

As you make to leave, he taps your arm. "Also, if you need help getting around the lake, talk to Vira. She may be gruff, but she's the best barge pilot I know."

If you are on REMOVE THE RECLAIMERS: You tell the elder about the reclaimer threat, and he looks at you with worried eyes. "That's a lot on your shoulders. I'm not sure our little village can help. We barely managed against that flood ... say, that's an idea! Where did that foolish shaper get off to? Those flood waters he summoned would surely be strong enough to sweep some reclaimers away. I think his sister, Dace, is still living in Spire. Maybe ask her."

51.5

Elder Murtok shakes his head. "It's hard to think of any problem greater than Quiet. That massive bearded lynx has been stalking our shores for weeks. She nearly ate someone just the other day! Do you think you could get her to leave us in peace?"

RANGERS CHOOSE:

A) Agree to help. Gain the **LURE (QUIET)** mission. Reminder: find Quiet in the Valley set, and attach her facedown to the mission card. You may choose this option only if you don't have another Lure or Confront mission. Discard Elder Gral.

B) Not today. Discard Elder Gral. Each Ranger soothes 2 fatigue.

51.6

Elder Murtok gasps and collapses. You run to his side, and quickly confirm your fears. His injuries are severe enough that you're going to have to find him some proper medical attention.

End the day.

52. QUIET

You stare at the bushes ahead for a few minutes. Something seems wrong, but you can't spot anything dangerous. Then, slowly, you make out the large lean body covered in a white coat of fur. The paws, each as big as your hand and sporting shining black claws. One of the ears, shredded and covered in lumps of pink scar tissue. And finally, the shining red-yellow eyes, staring back unblinking.

You've heard stories about the bearded lynx they call Quiet: that she hunts bearsloths for sport; that she relentlessly stalks prey from one end of the Valley to the other; that she attacked and killed the traveling artist Mars Keller, leaving only his sketchbook to bury at the Grove. Now, seeing her for yourself, you believe them.

53. SILARO MAKO, ARCHAEOLOGIST

ENTERS PLAY	**IF YOU ARE ON THE ARCOLOGY ARCHAEOLOGY MISSION, AND ALL OPTIONS ARE CHECKED OFF, GO TO 50.3**
	IF YOU'VE PROVED SILARO'S HYPOTHESIS, GO TO 53.1
	OTHERWISE, GO TO 53.2
CLEAR ▲	**IF HELPING HAND IS ATTACHED, GO TO 53.3**
	IF YOU'VE PROVED SILARO'S HYPOTHESIS, GO TO 53.4
	OTHERWISE, GO TO 53.5
CLEAR ✡	**GO TO 53.7**

53.1

You find Silaro, once again, deeply entranced in his work. This time though, he seems particularly intrigued by what looks like the shell of a giant power coupling protruding from a crack in the wall some two meters above him. He doesn't seem to notice your approach until a twig cracks underneath your feet.

"Oh!" he says, then relaxes. "It's you. Actually, just the person I wanted to speak to! Well, really I'd love to speak with whoever engineered these pressure sensors, or better yet who removed them … they appear to have been worn away shortly before the dam broke and the valley flooded."

Clear Silaro with ▲ to ask if he needs any more help with his research.

53.2

As you carefully make your way over the moss-dappled stones strewn near the Fractured Wall, you hear a faint series of beeps and grunts. Squinting, you spot a hunched figure intently studying a collapsed chunk of the Fractured Wall. As you approach and get ready to introduce yourself, he spins around to face you.

"—clearly mid to late twenty-second century design, if you look at the interlacing carbon microfibers in the stone! You agree?" You pause, unsure if he's addressing you or himself. He grins. "Well? What do you think?" Confused but intrigued, you take a look for yourself.

Clear Silaro with ▲ to ask him about his research.

53.3

The forest seems to stretch and bend around you as the day marches on. The straps of your pack dig into your shoulders, and your feet ache after a long day's trek. You ask Silaro how important this mission is, and he shrugs.

"If my hypothesis is correct, collecting this information from White Sky, Branch, or Spire could help us uncover a forgotten chapter in the history of the Valley's arcology. But I know you can't be everywhere at once. If you need to go on your way, I can carry on from here."

RANGERS CHOOSE:

A) Agree to keep helping. Remove all ▲ from Silaro.

B) Part ways. Discard Silaro and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

53.4

The sizzle of live wires buzzes through the air, and a sharp yelp sends you twirling around to find Silaro leaping back from large chunk of rubble from the Fractured Wall. "Still live, definitely still live! I'm fine though, don't you worry!" he cries.

You help him to his feet and ask about his experiment. "See I picked up what turned out to be not-so-faint traces of energy still humming through the dam's superstructure, which I believe must have been distributed across the Valley …" He pauses for a moment, then his eyes widen. "You wouldn't happen to be heading back to say … Spire or Branch? Ooo or White Sky, by any chance?" He smiles sheepishly. "It's just … I have another, uh, time sensitive hypothesis to unravel."

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Silaro.

B) Not today. Discard Silaro. Each Ranger soothes 2 fatigue.

53.5

"Ah yes! Of course, of course!" Silaro's eyes light up. "The calcium deposits. See, I believe this was once a dam, holding back a … a huge lake, maybe a small sea. When it ruptured, the water would've swept through the Valley, submerging and reshaping the ecosystem. It eventually drained into the Verdessa, leaving behind aquatic life forms. As they decomposed, they would have left strong deposits of calcium in the soil, which would have enriched and accelerated the regrowth of the Valley's floor."

He looks to you. "If I were able to test two samples, one from here and another from sayv… White Sky, Branch or Spire, I could determine if the same calcium deposits are indeed present! I know the paths can be winding and dangerous, but maybe you'd be willing to accompany me?"

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Silaro.

B) Not today. Discard Silaro. Each Ranger soothes 2 fatigue.

53.6

As soon as you arrive, Silaro eyes a small patch of pebbled earth and quickly begins collecting samples. Worn from your journey, you finally rest in the nook of a hollowed tree trunk, which, for once, seems to hug every curve of your aching body. Just as you begin to drift off, you're startled awake by Silaro's joyous cry.

"Yes! And not only the same percentage of calcium enrichment but dating back to approximately the same time!" He begins to pace in concentric circles, each circle sending him farther and farther into the forest. His voice drifts away but you manage to make out, "after the flood … no noticeable decay of arcology technology across … a flood this powerful must have scoured the Valley of life …"

Gain the Silaro's Insight reward card. Discard Silaro, and return **HELPING HAND** to the collection. Write **PROVED SILARO'S HYPOTHESIS** on the campaign tracker. Then return and read the intro to the location as normal.

53.7

Silaro collapses. You rush over to examine him. He's still breathing but in a lot of pain. "Oh dear … I'm afraid I've ... " he heaves as he clenches his jaw. You must stay and help him recover, keeping an eye out for any predators who may take advantage of his injuries.

End the day.

54. THE GREEN GUARDIAN

The Valley stretches out before you as you pass through a tangle of branches and reach a small overlook. An invigorating stillness fills the air, and for an undefinable moment, you are absorbed into the delicate play of color and light as the sun splashes across the landscape. Green, blue and auburn tints shimmer before you, chameleon-like, across the Valley floor. Then a swath of color several hundred meters ahead catches your gaze as it starts to sway.

A deep rumbling groan echoes from up ahead, and to your surprise, what you thought was merely another tree comes alive. An awkward lurch, and you catch the outline of an enormous being lumbering through the underbrush. Its body is covered in vines, roots and branches, as if the earth itself has risen up and begun to walk.

55. MEGADAM RUINS

Rising up above the tree line, you see the craggy peaks of giant ruins, stretching out along the horizon like a mountain range. They appear to have once been pieces of the large crumbling wall looming in the distance, now long overgrown with trees and bushes. As you make your way deeper into the ruins, you find yourself in a maze of crumbling stone, unable to find a clear path forward. After some time searching, you stumble upon a large fissure scarring one of the ruins ahead. As you illuminate the entrance, what appears to be a long cavern springs up before you.

As you gaze deeper, you see the tunnel splits off in different directions into a labyrinthine array of passages carved through its belly. You catch a glimmer of something along a barren patch of ceiling, and you think you can make out the distinctive, even shine of industrial steel. If these passages were originally man-made, this is the only trace left of its makers' mark, now buried in the endless, winding silence.

56. THE CARBON FORGE

Even outside the compound, you hear the muted roar of the Carbon Forge and smell the sharp tang of ozone. Once beyond the wall, you can see the squat bulbous shape of the Forge itself, a gray kiln larger than three wagons. As you watch, a trio of sweating artificers haul a series of heavy curved beams out of the Forge's mouth; frames for a roof. Another rushes forward to shovel graphite shards into a small hatch on the side. Blue sparks flicker within, and your hair stands on end as the Forge begins to reform the graphite into nano-assembled carbon items.

57. A HEARTY BREW

The two-story inn and tavern is built as a hollow square with rooms opening up onto an open courtyard. Here you see guests sitting in wooden chairs with plates of food and flagons of spirits, most clustered around a flickering bonfire of multicolored flames.

As you move closer, you realize that the "fire" is actually a cunningly crafted sculpture of shards of amber, crimson, and bright ocher kinetic glass. It is lit from beneath, and the sparkling reflections dance across the guests' faces even as they somehow bathe them in a soothing, comforting heat.

You hear the murmuring of a dozen different conversations as you walk through the tavern. Calypsa once told you that news spread faster in places like A Hearty Brew than anywhere else in the Valley. You imagine that if you needed to find someone's location, asking around here would be a good way to start.

58. ARCOLOGY THRESHOLD

ENTERS PLAY	**GO TO 58.1**
CLEAR ✦	**IF YOU HAVEN'T RECEIVED THE ARCOLOGY ARCHAEOLOGY MISSION, GO TO 58.2**
	IF YOU ARE ON THE ARCOLOGY ARCHAEOLOGY MISSION, AND ALL OPTIONS ARE CHECKED OFF, GO TO 50.3
	OTHERWISE, GO TO 58.3

58.1

Most everyone in the Valley (and certainly everyone in Spire) is familiar with the arcology, but most of them think of the upper levels that have become the basements and power generation stations of Spire. You head past the water turbines and the enclosed river docks, down into a level below the Silverfin. Here the air is a bit damp, but you find yourself in a brightly lit chamber full of cabinets and pedestals. Artifacts are scattered throughout the space, each with a neat label identifying them. Most seem to be from the Estians. Some seem even older, from the decades before the Guide led people to begin the Generational Projects.

A mousy young woman with large glowing glasses scurries up, introducing herself as Krishtu Meeks. "If you're looking for Silaro," she says, "he's deeper into the arcology tunnels." She points to a series of vaulted entrances leading off from the chamber. Each seems darker and more oppressive than the last.

Krishtu sees your hesitation. "Don't worry," she says. "It should be safe … we haven't seen anything dangerous in the upper passages for … months now."

58.2

Krishtu Meeks explains that if you want to learn more about the arcology, Silaro is the person to talk to. You sigh and set off into the darkness.

The pitch-black passages quickly become a labyrinthine maze, with the shadows easily swallowing up the meager lights you brought with you. But eventually, you see a glimmering light up ahead. You race forward to find Silaro crouched next to a set of lamps that give off a warm, flickering glow. He's studying long strings of writing that appear to have been stamped into the walls, but looks up when you approach. "Ah, hello!" he says. "Don't get many visitors down here; what can I do for you?"

You explain that you're interested in the people who built this arcology, and Silaro gets a gleam in his eyes. "Ah, the Estians," he says with a smile. "They're a fascinating bunch, to be sure. I've been studying them my entire life, and I've only scratched the surface of what I can learn."

"Tell you what," he says. "The best way to learn is by doing, I always say. So why don't you poke around the various ruins scattered through the Valley. If you find anything interesting, bring it back, and I'll see what I can tell you about it. And I'll share what I know of the Estians as well."

Gain the **ARCOLOGY ARCHAEOLOGY** mission.

"I also commonly work out of the Bubble beneath White Sky or out in the field at the Fractured Wall, so please stop in if you're in the area!"

58.3

You've become accustomed to the gloomy chambers of the arcology and make your way quickly to Silaro's latest site. He looks up from another etching in the wall and grins when he sees you. "My friends!" he calls. "Good to see you as always. Quickly, come here and look at this!"

You crouch down next to him and see that he has been scraping away lichen from what appears to be sets of lines stamped all across the metal. "I think this is a map!" Silaro exclaims. "If I'm right, this arcology goes much deeper than any of us assumed. It's spread out much further too! All through the Valley, and maybe even out into the Verdessa!"

You tell Silaro about your own investigations, and he excitedly compares your notes to his map. "Indeed, indeed!" he shouts. "Thanks to your observations, I think I can orient myself to this map. It appears you're right … the arcology does reach out to the Verdessa. See this route here? It reaches all the way out into that huge forest. There must be something there … too bad the route is far deeper than we've ever traveled in these ruins."

He thinks for a long moment. "But what makes me even more curious is the evidence that they were gone long before the floods. I always assumed the floods wiped them out, but if they were already gone, then…well, clearly the dam failed because of their long absence, so they must have left decades or even centuries before.

"I can tell you one thing, though. They didn't travel overland; there's no evidence of them leaving through the northern passes. Honestly, there's no evidence that they migrated from this place at all. So … what happened to them?"

Each Ranger soothes 2 fatigue.

59. DACE, AMBITIOUS SHAPER

ENTERS PLAY	**IF YOU ARE ON REMOVE THE RECLAIMERS, GO TO 59.1**
	IF YOU'VE SEEN A PERSON FLY, GO TO 59.2
	OTHERWISE, GO TO 59.3
CLEAR ▲	**IF HELPING HAND IS ATTACHED, GO TO 59.4**
	IF YOU'VE SEEN A PERSON FLY, GO TO 59.5
	OTHERWISE, GO TO 59.6
CLEAR ✡	**GO TO 59.7**

59.1

You find Aell's sister, Dace, sitting cross-legged beneath a tree in one of Spire's many carefully maintained arboretums. A breeze rustles the leaves, but only those of the tree beneath which Dace is sitting. "Greetings," she says.

You explain that you're looking for a way to defeat the reclaimers and that you believe her brother Aell, might be able to help by conjuring a flood to flush the reclaimers out of the Valley.

"After he flooded the Valley, you want him to flood the Valley again? He was pretty distraught the first time. I don't think he'll be up for it."

You tell her that Aell is the best hope the Valley has and that it would be a mistake not to at least try to convince him to help.

After a moment, she agrees. "You're right. I know you're right. I can be misled by my feelings about my brother. I wouldn't be able to convince him to cause another flood, but you might. Before he left, he told me he was going to go somewhere to practice his manifestations—somewhere he couldn't accidentally do anyone harm. You'll find him in the Marsh of Rebirth."

Gain the **LOST BROTHER** mission.

59.2

A sudden whooshing sound is all you hear before a dark shadow flashes overhead. For a moment, you think you're being attacked by a hungry irix, but then you see the shaper Dace fly through the air. She lands in front of you, stumbles, and rolls into a ball. But when she stands up, her face is aglow with pleasure and pride.

Clear Dace with ▲ to ask her how learning to fly is going.

59.3

As you move along the path, you see a woman in the signature resplendent attire of a shaper, running along the trail, skipping with her arms outstretched. Every few steps she leaps as high into the air as she can.

You call out to her, and she almost falls on her face. She straightens up, face flushed with embarrassment. "What is it?"

You ask her what she's doing, and she glares at you. "I'm trying not to fall on my face. Isn't it obvious?"

Clear Dace with ▲ to find out what she's really doing.

59.4

Dace looks seriously at you. "Do you think you can keep helping me get to the Plummet?" she asks. "If not, I think I should head back."

RANGERS CHOOSE:

A) Agree to keep helping. Remove all ▲ from Dace.

B) Part ways. Discard Dace and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

59.5

"It is going so well!" Dace exclaims. "Flying is amazing; it's like I've unlocked something inside of myself and now I'm learning new tricks every day!"

She looks over at you with a slightly guilty grin. "In fact, I don't suppose you would mind taking me back to the Plummet? I'd like to try that jump again now that I know so much more!"

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Dace.

B) Not today. Discard Dace. Each Ranger soothes 2 fatigue.

59.6

"I'm trying to learn to fly," Dace explains. You try to stifle a laugh, and her face flushes darker. "I'm not joking! There are shapers in the Monastery that know how to fly. I've trainined with them for years. And everyone knows the story of the shaper who flew to Plateau."

She sighs. "Oh, I don't know why I'm bothering with this. Master Cress always said that I wouldn't really learn to fly unless I cast myself into the empty air from a great height. He always had a flair for the dramatic, but I think he may be right. I've just never been able to fully commit and trust in my ability."

She suddenly looks at you. "You know what? I say it's now or never. Do you know the way to the Plummet? Can you take me there so I can jump off?"

RANGERS CHOOSE:

A) Sounds fun. Let's do it. Remove all ▲, and attach the **HELPING HAND** mission to Dace.

B) I don't know about this plan of yours. Although you can't help today, you spend some time speaking with her about her ambitions toward flight. Discard Dace, and write **KIND WORDS WITH DACE** on the campaign tracker.

59.7

Dace howls in pain. As you rush to help her, you see the injury looks serious. You pull out your medical supplies, and start looking around for a place to set up a shelter. You're not going to be able to move until you treat her, and that's going to take a while.

End the day.

60. ELDER MORA ORLIN

ENTERS PLAY	**IF YOU'VE COMPLETED LURE (UMBRA), GO TO 60.1**
	OTHERWISE, GO TO 60.2
CLEAR ▲	**IF YOU ARE ON OR HAVE COMPLETED LURE (UMBRA), GO TO 60.3**
	OTHERWISE, GO TO 60.4
CLEAR ✡	**GO TO 60.5**

60.1

Elder Orlin looks you up and down, and this time she nods slowly. "I must say I appreciate you dealing with Umbra. Fine work. Old Kordo couldn't have done better."

Clear Elder Orlin with ▲ to ask if she needs assistance with anything else.

60.2

Elder Orlin looks you up and down and snorts gruffly. "If you were a piece of wrought carbon, I think I'd stick you back in my forge until you were properly tempered. But you are wearing a Ranger cloak, I suppose. What's your business around Spire?"

Clear Elder Orlin with ▲ to ask her if she needs help around Spire.

60.3

Mora pulls out a pipe, lights it, and takes a long pull as she gives your question some thought. Then she blows out a cloud of astringent, purple smoke. "If you're looking to help people, I know Dace, one of the shapers, just down from the Monastery. She's been struggling with her training. And I heard that Tollin Lang may need some help with some fool art installation down south. Otherwise, the archaeologist, Silaro, he's always poking around near the arcology threshold."

She takes another puff. "If none of those appeal, head over to the Hearty Brew, and ask around. Otherwise, you can always stop by the Carbon Forge if you're in need of some gear."

If you are on REMOVE THE RECLAIMERS: Elder Orlin stops as a thought occurs to her. "That all seems like small sunberries at this point. Do you have any updates on the reclaimers?" You explain that you're looking for answers, and she rubs her temple thoughtfully. "In a village as large as this, I'm sure that someone here could help. Maybe that shaper, Dace. She knows a thing or two."

60.4

Mora glances skyward. "Spire's a big place, plenty of people need help. But right now, I'm most worried about that giant raptor, Umbra. The blighter may fly all over the Valley, but she likes perching at the top of the Spire, then swooping down to snatch up her prey. Last year, it was Old Harli Jephson. I don't want to see that happen again."

RANGERS CHOOSE:

A) Agree to help. Gain the **LURE (UMBRA)** mission. Reminder: find Umbra and attach her to the mission card. You may choose this option only if you don't have another Lure or Confront mission. Discard Elder Orlin.

B) Not today. Discard Elder Orlin. Each Ranger soothes 2 fatigue.

60.5

Mora staggers but doesn't fall despite the painful wound. You move toward her, hesitant to suggest she needs help, but the Elder reaches over and grabs your shoulder for support.

"It's bad," she growls. As she leans on you, you help her to the ground. She looks at the injury and grimaces. "I think I'll need to let you patch me up before we go anywhere."

End the day.

61. TOLLIN LANG, SCULPTOR

ENTERS PLAY	**IF YOU'VE ERECTED A MIGHTY STATUE, GO TO 61.1**
	OTHERWISE, GO TO 61.2
CLEAR ▲	**IF YOU ARE AT STONEWEAVER BRIDGE, GO TO 61.3**
	IF HELPING HAND IS ATTACHED, GO TO 61.4
	IF YOU'VE ERECTED A MIGHTY STATUE, GO TO 61.5
	OTHERWISE, GO TO 61.6
CLEAR ✡	**GO TO 61.7**

61.1

"Hello!" Tollin seems perfectly happy to abandon his work (which you think is a caustic mulcher eating a hydraworm, but you're not entirely sure) and chat with you.

Clear Tollin with ▲ to ask him about his next project.

61.2

The glow alerts you to Tollin Lang's presence before you actually find him, crouched next to a heavy bag and rounded, hemispherical pedestal. Above the pedestal, you see a whirling rainbow mass of sparkling shards of glass. Even as you watch, Tollin reaches into the bag—while wearing a heavy glove—and hauls out another handful of shards, carefully casting them into the air. You see the brief flash of an otherwise invisible suspensor field, and the shards join the larger cloud. Tollin thinks for a moment, then uses a pole to nudge and push the material into a new form. You've heard of kinetic glass before, but this is the first time you've seen it used in such a quantity.

Tollin looks at you as you approach and waves. He starts chatting with you as he continues to sculpt.

Clear Tollin with ▲ to ask him about his sculpture.

61.3

With a final flourish, Tollin steps back and fiddles with the controls on a pair of suspensor pedestals he's put on the sides of the bridge. With a musical crashing and tinkling sound, the mound of kinetic glass shakes and rises. Slowly it forms into an abstract human shape, surrounded by a spiraling swirl of stone. Even as you watch, the shape slowly moves their arms, and the stones solidify into a sparkling obsidian obelisk that envelops the figure, before breaking apart and returning to its swirling spiral.

Tollin watches with a satisfied smile. "The hardest kinetic glass work I've ever attempted," he says. "And thanks to you, it was a success."

He reaches into his bag and pulls out a hemisphere roughly the size of his palm, along with a large leather pouch. "Here," he hands it to you. "I'm afraid I don't have anything more practical to give you in return, but this is a sculpture I did of a rabbit when I was practicing my realism. I thought you might like it, or … " he trails off, then laughs. "Maybe you can use it as a decoy!"

Gain the Kinetic Glass Sculpture reward card. Discard Tollin, and return **HELPING HAND** to the collection. Write **ERECTED A MIGHTY STATUE** on the campaign tracker.

61.4

Tollin taps your shoulder. "Not that I'm minding the chance to travel around the Valley, not at all in fact, but we are heading for Stoneweaver Bridge to set up my statue, right? If not, maybe I should just head back to Spire, or Branch, and continue my work there?"

RANGERS CHOOSE:

A) Agree to keep helping. Remove all ▲ from Tollin.

B) Part ways. Discard Tollin and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

61.5

"Oh this?" He gestures to the incomplete piece. "Something about the duality of the prey-predator relationship, I think. Or maybe just that there's always a bigger fish out there?" He laughs. "But I have to admit, I'd like a break to approach this with a fresh eye, and the Stoneweaver sculpture should get checked to make sure it's working correctly. Don't suppose you'd like to take me down there again?"

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Tollin. Write **APPRECIATED TOLLIN'S ART** on the campaign tracker.

B) Not today. Discard Tollin. Each Ranger soothes 2 fatigue.

61.6

As you ask a few questions about Tollin's work, he gradually pays less and less attention to his current work until he's set down his tools and is engaged in a lively discussion with you.

"I've actually been asked by the elders at Spire to install a work on Stoneweaver Bridge. Something to commemorate its construction, you know? Anyway, I've created the design, but now I have to haul nearly one hundred kilos of kinetic glass and materials there." He looks faintly abashed. "I … may have gotten carried away."

Suddenly he brightens. "Hey, you travel all over the Valley, right? Could you help me take the sculpture to Stoneweaver Bridge? I bet it would be really easy if we had a boat; maybe one of the ones Lyn Mira makes out in Branch? But we could just carry the materials there too."

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Tollin.

B) Not today. Discard Tollin. Each Ranger soothes 2 fatigue.

61.7

Tollin looks confused for a moment. Then suddenly, he just collapses. You rush to help him, and he shakes his head groggily. "The strangest thing just happened … " he murmurs.

His injuries look bad enough that you'd better set up camp. Treating them may take a while.

End the day.

62. THE HORNBRANCH

The rustling of leaves sounds like the distant roar of an ocean as you walk the elevated pathways of Branch. Steps wrap around the outside of a dolewood, and you follow them up as they lead to a walkway running along one of the its largest boughs. There you find a hollow dolewood branch fashioned into the shape of a great horn.

Unable to resist the temptation, you put your lips to it and blow. A deep, melodious rumble resonates from its mouth, vibrating your bones and causing the birds to erupt from the forest all around you in a raucous, protesting chorus. You imagine that if you blew harder, the sound would be heard at even the far edges of the forest. It's no wonder that the people of Branch use it as a signaling device.

63. EVERGREEN HALL

As you make your way across a long narrow bridge suspended among the upper branches of the forest, the din of a crowd draws your eyes to a stout wooden hall ahead. Fir needles cover its exterior, crisscrossing to create a tapestry reaching up and around the dolewood's upper branches.

Its ornate door swings open to reveal a meeting hall, with different gathering platforms winding down the sides of the trunk. On every floor you see villagers drinking, reading, and talking of all the comings and goings of the Valley. The scent of sweet ale washes over you. Near the entrance, a map of the Valley hangs on a wall next to a board covered with handwritten messages and notices.

64. SEILO GRISS, APIARIST

ENTERS PLAY	**IF YOU'VE DISCOVERED THE PHILOSOPHER'S HONEY, GO TO 64.1**
	OTHERWISE, GO TO 64.2
CLEAR	**IF YOU ARE AT THE PHILOSOPHER'S GARDEN, GO TO 64.3**
	IF HELPING HAND IS ATTACHED, GO TO 64.4
	IF YOU'VE DISCOVERED THE PHILOSOPHER'S HONEY, GO TO 64.5
	OTHERWISE, GO TO 64.6
CLEAR	**GO TO 64.7**

64.1

You hear a familiar laugh, and Seilo strolls up, a small sapling from the Philosopher's Garden in hand. "Meeting you that day I swear was providence. The Guide knows a winner when they see one!" He gives you a rough pat on the back. "My Philosopher's Honey is the talk of the town, have em' eating out the palm of my hand. Decided to go ahead and start transplanting early. Still have hordes of honey lovers hounding me day and night!"

Clear Seilo with to help him with harvesting his honey.

64.2

A strange buzzing fills the air. A flash of yellow and black, and a bumblebee whizzes past. It's quickly followed by three others. You follow them around the base of the tree only to find a man in a beekeeper's shroud carefully examining a tray of honey. "Where are you? I know you're hiding somewhere … " He leans closer and laughs. "Why hello, your highness!"

The man finally notices you and gives you a theatrical bow. "Welcome! Name is Seilo Griss! Though I'm sure you knew that already. I suppose you're looking for some honey then. They always are … Best honey in the Valley." He winks and swaggers toward you. "Well, nothing's for free in this world. You get your hands sticky and help me with this harvest, then maybe I'll give you a taste … "

Clear Seilo with to help him with harvesting his honey.

64.3

As the sun trails across the sky, the pedals of the strange tree before you molt to midnight purple. Smoke from the bee smoker stings your nose, and in the haze, you see Seilo gently place the hive back on its branch and wave you over. As you approach, he's already dipping a trembling finger into the honey, eyes wide with anticipation. One taste and his body relaxes, his eyes dazzle with a thousand distant stars, and a big smile creeps up his lips.

In a calm, deep voice he says, "Now if that isn't heaven on Earth, I don't know what is. Give it a taste!" He passes you the jar. "Unlike anything ever touched these lips. Am I right? I think I'll call it … The Philosopher's Honey. Now, I have to harvest more while the little buzzers are still sleepin'. Head on off now, but don't tell anyone … This will be the biggest thing since the ancestors left the arcologies. You wait and see!"

Gain the Philosopher's Honey reward card. Discard Seilo, and return **HELPING HAND** to the collection. Write **DISCOVERED THE PHILOSOPHER'S HONEY** on the campaign tracker.

64.4

You've been leading Seilo along the trail for hours, but after the third time Seilo stops, claiming exhaustion, and asks you to carry one of his bags or honeypots for a while, you're starting to suspect your "help" is as much serving as his porters as it is protection and guidance.

You mention this to Seilo, taking off his bags and catching your breath. Seilo is decent enough to look sheepish as he admits he might be a bit heartier than he let on. "But I wasn't lying to ya about the honey," he says. "Come along to the Philosopher's Garden, and we'll get a taste of the sweet stuff together!"

RANGERS CHOOSE:

A) Agree to keep helping. Remove all from Seilo.

B) Not today. Discard Seilo and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

64.5

The rustling of leaves and Seilo rounds the corner, out of breath. He immediately holds out a hand. "Now I told you, Caythan, I don't have any left so … " He realizes it's you, and his eyes light up. "Ah! Thank the Guide wherever they wander. It's you! Well, what did I say? An absolute sensation! Can't even catch a moment for myself without someone chasin' me down for more Philosopher's Honey."

He leans against a nearby tree. "I keep telling em' takes time to harvest. But they won't take no for an answer. Got me thinkin' I might just transplant a few of them trees down here in Branch. But that'll take some time. I don't say this word often but … Please, could you help me gather more from the Philosopher's Garden? I've done three trips already in the last week!"

RANGERS CHOOSE:

A) Agree to help. Remove all , and attach the **HELPING HAND** mission to Seilo.

B) Not today. Discard Seilo. Each Ranger soothes 2 fatigue.

64.6

"What did I say? Delicious, isn't it?" Seilo slides the empty tray into the last box, pauses for a moment, then leans in. "Now if you think this was good, let me tell you somethin'… There's a tree grows just north of here. Unlike anything I ever seen before. Found it a few months back. Whole train of little buzzers lead me to it. Was hiding in a little nook in the Philosopher's Garden."

His voice drops to a whisper. "The flowers were almost chameleon-like, shiftin' colors with the rise and fall of the sun. I can't help but wonder what kind of honey those little buzzers are cooking up out there. If you wanna make history with me, I'll let you tag along … "

RANGERS CHOOSE:

A) Agree to help. Remove all , and attach the **HELPING HAND** mission to Seilo.

B) Not today. Discard Seilo. Each Ranger soothes 2 fatigue.

64.7

Seilo yelps, "Ah, help! Please!" When you finally reach him, he's lying on the ground, unconscious. Your mind races as you scramble to figure out how to treat his injuries.

End the day.

65. LYN MIRA, WOODWORKER

ENTERS PLAY	**IF YOU'VE CARVED A DOLEWOOD CANOE, GO TO 65.1**
	OTHERWISE, GO TO 65.2
CLEAR	**IF YOU ARE AT HIGH BASIN, GO TO 65.3**
	IF HELPING HAND IS ATTACHED, GO TO 65.4
	IF YOU'VE CARVED A DOLEWOOD CANOE, GO TO 65.5
	OTHERWISE, GO TO 65.6
CLEAR	**GO TO 65.7**

65.1

You find Lyn sitting thoughtfully while whittling a small block of wood. "Ah, great to see you back around these parts. Life has been as busy as ever. With the rains coming back, I'm up to my ears with work. What people don't realize is these designs take time to get right. They're old, maybe as old as the first people to leave the arcologies. Back then, they probably needed things nimble, tough, and quick."

Clear Lyn with to chat with her about your boat.

65.2

The sound of metal splitting wood and the scent of fresh sawdust wafts toward you as you approach. A woman heaves an axe up, sweat dripping from her brow. Around her are an assortment of finely carved objects lazily strewn on work benches and old stumps. She waves you over as she grabs a tool you've never seen before, a long-handled device lined in a power casing.

"To what do I owe the pleasure?" She clicks a button on the handle revealing a molten wire, humming with energy. "Laser cutter. Bark of the dolewood is woven so tight you need to heat the surface if you're gonna cut through it." She slowly begins hewing away at the bark of a long piece of dolewood. Next to it you spy an intricately engraved collapsible canoe. The craftsmanship is spectacular.

Clear Lyn with to ask her about the boat.

65.3

With a gentle nudge you lock the last panel of dolewood into place, take a breath, and step back. Lyn gives you a satisfied nod. You look up and realize you've lost track of time, the carving process was so engrossing it felt as if time slipped away like a silent stream flowing on toward dusk. She eyes your work admiringly.

"I must say, I'm impressed. Took me more than a few goes before I managed to make something like this." You thank her for the compliment and her help, and she clasps you on the shoulder. "Of course! Should be rapids ready. Try collapsing it for storage, and if you'd like, there's a creek about a mile east of here where you can give her a test run."

Gain the Dolewood Canoe reward card. Discard Lyn, and return **HELPING HAND** to the collection. Write **CARVED A DOLEWOOD CANOE** on the campaign tracker.

65.4

As you plod your way through the underbrush, you look out at the horizon. You turn to Lyn and ask about the Dolewood canoes and the journey ahead. She slows a bit and turns to you.

"See, folks need these canoes, especially with the rains and spawning season coming on. A Ranger could use one of em' too. Collapsible, lightweight, and strong. If we keep on and make it to High Basin, I can show you how to make one."

RANGERS CHOOSE:

A) Agree to keep helping. Remove all from Lyn.

B) Not today. Discard Lyn and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

65.5

Lyn waves and sets down her axe, clasping your hand with a hearty grip. "Good to see you! I hope you didn't come back for another canoe?" She grins. "Actually, doubt I'd have enough dolewood around to make another for you, what with all the others who are asking."

She gestures back to her tools. "Though, if you ain't too busy, maybe you could help me build a canoe for some folk? Seems like you had a knack for it when you put the last one together."

RANGERS CHOOSE:

A) Agree to help. Remove all , and attach the **HELPING HAND** mission to Lyn.

B) Not today. Discard Lyn. Each Ranger soothes 2 fatigue.

65.6

As Lyn finishes stripping the log she begins carving deep cuts into the tough bark, slowly running the rope back and forth like a meditation. You ask about her work, almost in a whisper as to not disturb the ritual.

"Been building these canoes now for almost fifteen years. Handy little guys. Designs been passed down for generations. Collapsible, lightweight and durable. Perfect for you lot. Come with me to High Basin where there's the right kind of wood to be found. Now, I could carve it for you … but if you want her to take care of you, you need to know every notch and groove. Come with me, and I'll show you how to make one."

RANGERS CHOOSE:

A) Agree. Remove all , and attach the **HELPING HAND** mission to Lyn.

B) Not today. Discard Lyn. Each Ranger soothes 2 fatigue.

65.7

Lyn cries out. Struggling to stand, she groans, and her eyes roll back into her head. You must carry her to safety and tend to her wounds.

End the day.

66. ELDER TESORAL HALE

ENTERS PLAY	**IF YOU'VE COMPLETED RESCUE (VIRA), GO TO 66.1**
	OTHERWISE, GO TO 66.2
CLEAR	**IF YOU ARE ON OR HAVE COMPLETED SEARCH (VIRA), GO TO 66.3**
	OTHERWISE, GO TO 66.4
CLEAR	**GO TO 66.5**

66.1

Elder Hale practically pulls your arm out of joint as he shakes your hand enthusiastically. "Oh, thank you so much for finding Vira! I was so worried, but you saved the day! Just like a Ranger is supposed to, I suppose!"

He suddenly stops and steps back, visibly settling himself. "Now, how can I help you?"

Clear Elder Hale with to ask him about what to do around Branch.

66.2

You hear Elder Tesoral Hale speaking urgently with one of the Branch villagers as you approach. "Oh, goodness me. She was supposed to be here already! Why do you think she's late?"

You cough, and he looks up. "Oh, ah, hello there. It's good to see you, I'm sure!"

Clear Elder Hale with ▲ to ask him if he needs help around Branch.

66.3

Elder Tesoral catches your eye a few meters off and bounds over. "Thank you again for searching for Vira. I can't thank you enough. If you ever need to find anyone else, make your way to Evergreen Hall, order a sweet wine, and start chatting away. All of the comings and goings of the Valley somehow find their way there.

He gives you a knowing nod. "If you are looking for a bit more excitement here in Branch, I'm sure Seilo could use a hand or two with harvesting his honey. Also, Lyn Mira, our local woodworker, makes excellent canoes. Give her a shout and she'd be more than happy to show you!"

If you are on REMOVE THE RECLAIMERS: As Tesoral wraps up, you bring up the reclaimer threat and ask him for ideas. "Ha! We're craftspeople here in Branch. You're better off asking the more wild folks like Kasende down in Tumbledown. Or maybe one of the shapers. I think a couple of have taken up residence is Spire. A brother and sister?"

66.4

Elder Hale sighs, twisting his fingers together. "I'm sorry. I'm sure there's some other folks who have problems around here, but right now I'm worried about Vira. You know her? From White Sky? Lyn and I were expecting her to come get her new boat, but she never arrived."

Suddenly his eyes lighten. "Do you think you could look for her? Maybe she got lost or hurt on the trip."

RANGERS CHOOSE:

A) Agree to help. Gain the **SEARCH (VIRA)** mission. Record **94.8** three days from now on the campaign tracker. You may choose this option only if you don't have another Search or Rescue mission. Discard Elder Hale.

B) Leave Vira to someone else. Discard Elder Hale. Record **94.8** three days from now on the campaign tracker.

66.5

Elder Hale takes a sharp, pained breath. "Ah!" You immediately go to him to administer aid. His wounds look serious. It will take some time to get him to safety.

End the day.

67. DANCER'S ROUND

The musicians pause for breath, then launch into a sprightly tune that gets your feet tapping and hands clapping. As you twirl and leap around the dancer's green, a pair of hands grasp yours, and a new partner spins with you to the center of the dance. Although you're surrounded by dozens of dancing pairs, the two of you dance like there is nobody else there.

Discard you dancing partner. If you do not have the associated notable event on the campaign tracker for the person, add it to your campaign tracker now. Then gain the reward card listed beneath it:

Kordo	**FOUND KORDO'S QUARRY** Kordo's Instinct
Spirit Speaker Nal	**SPOKE WITH A SPIRIT** Nal's Understanding
Ar Tel	**FOUND THE PERFECT FISHING SPOT** Ar Tel's Vaulting Rod
Silaro Mako	**PROVED SILARO'S HYPOTHESIS** Silaro's Insight
Lyn Mira	**CARVED A DOLEWOOD CANOE** Dolewood Canoe
Seilo Griss	**DISCOVERED THE PHILOSOPHER'S HONEY** Philosopher's Honey
Dace	**SEEN A PERSON FLY** Light as a Feather
Tollin Lang	**ERECTED A MIGHTY STATUE** Kinetic Glass Sculpture
Jaris	**FACED YOUR DEEPEST FEARS** Face Your Fears
Kasende	**PRUNED THE HYDRAWORM** The Kasende Technique
Sil Belai	**WITNESSED A MASTERPIECE** Sil's Sketchbook

If the person isn't listed above, or if you already had that person's notable event recorded on your campaign tracker, read the following:

It seems like you dance for hours, the music weaving you and your partner together until you forget the Harvest Festival, the Valley, and your duties as a Ranger. But eventually, the music stops, and you blink as you and your partner find yourselves standing in the midst of a circle of applauding celebrants. A couple of villagers step forward and place woven grass crowns on your and your partner's head. "Here's to the two who best embody the spirit of the festival!" they shout, and the applause and cheering grows even louder.

You and your partner grin foolishly at each other, then embrace. As you both leave to return to your regular lives, you feel the connection between you fade to a warm memory, but one you know you will cherish for the rest of your lives.

Gain the Harvest Crown reward card.

67.1

Eventually, the exhausted musicians end their playing, begging for refreshments for sore hands and hoarse voices. The dancers begin to leave the cleared space in the center of the festival, returning to the stalls and booths set up for the occasion. Soon those will be taken down as well, and the good folk of Meadow will return to their regular lives.

Write **CELEBRATED THE HARVEST FESTIVAL** on the campaign tracker.

68. TRAINED STILT-HORSE

ENTERS PLAY	**IF YOU'VE BEEN ACCEPTED AS A RIDER, GO TO 68.1** **OTHERWISE, GO TO 68.2**
CLEAR ▲	**GO TO 68.3**

68.1

The stilt-horses approach you cautiously, until they are surrounding you but keeping a healthy few meters of distance. Slowly, carefully, one of them extends its head, nuzzling your pocket for some cherry moss or sunberries. You think it remembers you.

Place 2 ▲ on this card.

Clear the Stilt-Horse with ▲ to be accepted as a rider.

68.2

The small herd of stilt-horses prances away from you slowly as you circle around Meadow, their long legs daintily picking their way through the tall grass. The residents of Meadow say that the stilt-horses let people ride them, if they trusted them. When you asked what the stilt-horses did to the people that they didn't trust, they just grinned at you.

Clear the Stilt-Horse with ▲ to be accepted as a rider.

68.3

Finally, one of the stilt-horses kneels down low enough that you are able to climb onto its back. You balance there cautiously, your sore bum reminding you of the last two times you tried this. But this time, the stilt-horse seems perfectly content with you as its rider.

You remember what the locals told you. The horses will let you ride them, but only for the day. This herd always returns to Meadow when night falls.

Choose one Ranger to ride the stilt-horse. That Ranger attaches it to their role. Remove all ▲ from this card. Write down **ACCEPTED AS A RIDER**.

69. ELDER JULAR ABEL

ENTERS PLAY	**IF YOU'VE COMPLETED LURE (OL' BLOODY CLICKER), GO TO 69.1** **OTHERWISE, GO TO 69.2**
CLEAR ▲	**IF YOU'VE ARE ON OR HAVE COMPLETED LURE (OL' BLOODY CLICKER), GO TO 69.3** **OTHERWISE, GO TO 69.4**
CLEAR ✡	**GO TO 69.5**

69.1

You hear Elder Julár Abel's stomping stride through the grass, but when you finally come across her, she's walking with a much more relaxed (if still energetic) air. "Glorious day for a hike, now that I don't have to worry 'bout a hole full of teeth and legs opening beneath my feet!"

Clear Elder Orlin with ▲ to ask her what there is to do around Meadow.

69.2

You hear someone stomping through the thick grass long before you see Julár Abel, Meadow's foremost elder. She's walking with powerful, heavy strides, poking at the ground with a stout walking staff. She's so preoccupied, you have to call her name twice before she notices you.

Clear Elder Abel with ▲ to ask her if she needs help around Meadow.

69.3

Elder Abel gives you a big bear hug. "You've done plenty for us already, after dealing with that thing," she says. "Besides, us here at Meadow have life pretty good right now. Except for young Jaris; he's always getting into trouble. Could always talk to him."

She thinks for a moment. "By the by, if you're planning on spending some time in these parts, I'd find a few stilt-horses. Best way to navigate these grasslands."

If you are on REMOVE THE RECLAIMERS: "And you're still looking for a solution to the reclaimers, no? Well Kasende down in Tumbledown is the best hunter I know. And that shaper girl up in Spire, what's her name? Day? Dace? I bet she could help you get a good eagle-eyed view with all that climbing and swooping she does."

69.4

"There's probably some people in the village that need help, but right now I don't have time for anything but checking for Ol' Bloody Clicker's burrows."

You ask her what she means, and she finally stops for a moment. "Ol' Bloody Clicker's the biggest, meanest spindlescuttler you've ever put two eyes on. Dug tunnels all throughout the grasslands, and if you fall into one, well, let's just say you'd better get out before it hears you and comes clicking."

You shiver as she continues. "That's bad enough, but I'm worried the harvest festival in Meadow, what with all the people dancing and carrying on, may be drawing the devil nearer and nearer. So if you want to help, you could help me track him down before someone gets eaten."

RANGERS CHOOSE:

A) Agree to help. Gain the **LURE (OL' BLOODY CLICKER)** mission. Reminder: find Ol' Bloody Clicker, and attach him to the mission card. You may choose this option only if you don't have another Lure or Confront mission. Discard Elder Abel.

B) Not today. Discard Elder Abel. Each Ranger soothes 2 fatigue.

69.5

Elder Abel staggers, and for a moment, her tough pragmatic demeanor flees, and she just looks injured and in pain. You move to help as you retrieve the med kit from your pack. You'll need to quickly treat her wounds then get her to safety.

End the day.

70. JARIS, WILLFUL YOUTH

ENTERS PLAY	**IF YOU'VE FACED YOUR DEEPEST FEARS, GO TO 70.1** **OTHERWISE, GO TO 70.2**
CLEAR ▲	**IF HELPING HAND IS ATTACHED TO JARIS, GO TO 70.3** **IF YOU'VE FACED YOUR DEEPEST FEARS, GO TO 70.4** **OTHERWISE, GO TO 70.5**
CLEAR ✡	**GO TO 70.6**

70.1

You see Jaris sullenly peeling a basket of mourning root. The teen's eyes light up when he spots you, and he jumps up, tubers forgotten. "Good to see you!" he calls out.

You clasp hands, and Jaris immediately starts asking about your gear, where you're headed, and how you got the additional cuts and bruises you've received since you saw him last. Most importantly, he asks where you've been in the Valley."

"I was thinking," he says, suddenly bashful. " ... well, in a few years I'll be old enough to don the cloak, you see. So I was wondering what else it is that the Rangers do?"

Clear Jaris with ▲ to chat with him more about your accomplishments.

70.2

The young man in front of you is working hard to ignore your presence: studiously focusing on a thick stalk of tall grass in front of him. Suddenly his hand flicks out, and a loose streamer of cloth stretches forward, quickly stiffening into a narrow meter-long blade. Another flick, and the cloth flutters loosely to his side, and the stalk of grass collapses in two pieces.

You try and ask his name and what he's doing, but he just grunts "Jaris," and then turns away. You're going to have to do something impressive if you want to get his attention.

Clear Jaris with ⚔ to impress him enough to get his attention.

70.3

Jaris sighs dramatically, and rolls his eyes. "Come on! Are we still going to Greenbriar Knoll or what?"

RANGERS CHOOSE:

A) Last one there's a rotten dolewood! Remove all ⚔ from Jaris.

B) No. Farewell for now. Discard Jaris and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

70.4

You regale the lad with stories of your adventures around the Valley, and Jaris drinks it all in without interruption. Then you take out some of the odd gear you've collected and demonstrate its use. At that point, a herd of stilt-horses could run over Jaris and he wouldn't notice.

After a while, you notice that Jaris's questions are coming slower, and he seems to be paying less attention. You ask him what is on his mind, and he thinks for a moment. "So, this is going to sound silly … but I was thinking. When I was up on Greenbriar Knoll … well, that was the most scared I've ever been in my life. But if I was going to be a Ranger, I need to learn to face my fears, right? So … would you be willing to go up Greenbriar again with me?"

RANGERS CHOOSE:

A) Why not? Remove all ⚔, and attach the **HELPING HAND** mission to Jaris.

B) Not today. Discard Jaris. Each Ranger soothes 2 fatigue.

70.5

You convince Jaris to let you try his grass-cutting game, taking up the whisper-thin gauzeblade and, after a deep breath, flicking it up and toward a stalk of grass. A quick hiss, and the stalk—along with the stalk directly behind it—collapse, the grass on either side untouched.

"Huh," Jaris says. You see a flicker of grudging respect. "I guess you know what you're doing after all."

He thinks for a moment, then grins slyly. "You think you have what it takes to do something really tough? I hear that if someone goes and spends the night on Greenbriar Knoll, they have the worst nightmares of their life. I knew this one guy. He couldn't stop crying! A spritispeaker needed to do a lot of work to help him get better."

He raises an eyebrow. "What about it? I'm game if you are."

RANGERS CHOOSE:

A) All right, Jaris. Let's do this. Remove all ⚔, and attach the **HELPING HAND** mission to Jaris.

B) We don't have time for this. Discard Jaris. Each Ranger soothes 2 fatigue.

70.6

Jaris howls in pain. You move to his side and wince when you see the injury. It's going to take some time to get him patched up.

End the day.

71. OL' BLOODY CLICKER

ENTERS PLAY	**IF DANCER'S ROUND IS IN PLAY, GO TO 71.1**
	OTHERWISE, GO TO 71.2

71.1

As you dance along in time to the music, you feel the ground suddenly shake beneath your feet. The musicians stop and the dancers pause.

Suddenly, the center of the green collapses downward. People run screaming from the pit, and you see feelers and then giant, snapping mandibles rise up into the air. The segmented, sinuous form of Ol' Bloody Clicker erupts from the earth, and all of the villagers flee.

Discard Dancer's Round.

71.2

You pause as you hear a faint sound. Not even daring to breathe, you strain your ears and in the distance you hear a … click …. click … click … like metal shards dropping one by one onto a piece of glass.

You wait, and the clicking subsides. With a shudder, you let out your breath and take a step … only to jump away as the ground collapses right in front of you. A huge spindlescuttler, all shiny brown carapace, slicing mandibles, and hundreds of legs, rears above you.

72. THE ROILING

ENTERS PLAY	**GO TO 72.1**
CLEAR ✡	**GO TO 72.2**

72.1

You push through thick bunches of cattails and reeds, climbing over sunken logs and smooth rocks. Then, with a start, you realize the "rocks" and "logs" are too smooth and too evenly shaped to be natural. One shifts beneath your hand, and suddenly you realize you've been climbing around and through the tangled coils of many hydraworms.

As they begin to writhe around you, a mass of worm bodies begins to rise out of the swamp. The worm knot looks like its formed of dozens of hydraworms. This goliath is too large to be anything but the Roiling, the oldest and nastiest hydraworm in the Valley.

72.2

The Roiling seems to have enough. The remaining heads snap back to the central body mass, wrapping around it protectively as the whole assembly thrashes and rolls deeper into the swamp. The Roiling may be back in the future, but you've definitely scared it off for today.

73. THE WANDERING EYE

Deep in the marsh, it's easy to stray from the path. Too easy. Your mind wanders, your feet wander, and your eyes wander to things they shouldn't. Things that would otherwise remain unread.

You snap out of your momentary reverie, realizing your wandering has brought you into a fog that reeks of ozone and crackles with a savage power. Next time, you will keep your eyes on the path.

The first time you read this entry for any reason, replace the weather with Electric Fog.

74. AELL, AMBITIOUS SHAPER

ENTERS PLAY	**IF YOU ARE ON GRUESOME FEAST, GO TO 74.1**
	IF YOU ARE AT SPIRE, GO TO 74.2
	OTHERWISE, GO TO 74.3
CLEAR ⚔	**IF YOU ARE ON WASHED AWAY, GO TO 74.4**
	OTHERWISE, GO TO 74.5
CLEAR ✡	**IF YOU ARE ON WASHED AWAY, GO TO 1.22**
	IF YOU ARE ON GRUESOME FEAST, GO TO 74.6
	OTHERWISE, GO TO 74.7

74.1

From amidst the chaos of the reclaimers entering the swamp, you hear a yell and see a brightly colored figure making his way toward you. After disappearing after the flood all those days ago, it looks like Aell made his way to the marsh.

"What is happening?" he exclaims. "After last time, I'm a bit nervous about my powers, but I can try to help you the best I can."

74.2

After all you've been through, it's strange to see Aell's face light up in a wide smile when you see him. The elderly shaper steps forward and gives you a hearty bear hug.

"Hello friends!" he says. "I hope your life as a Ranger has been going well!"

You talk about what you've been doing, then ask him how his life is going.

"I've moved back to Spire with Dace," Aell says. He grimaces slightly. "Everyone wants to tell me how grateful they are about helping to end the reclaimer threat. I'm … trying not to let it go to my head."

74.3

As you slog through the half-drowned trail, you hear a splashing in the water up ahead. You look up to see Aell sitting on a log. The shaper looks half-drenched and thoroughly miserable.

"What are you doing here?" he grunts, refusing to look in your direction. "Can't you leave me in peace?"

Clear Aell with ⚔ to convince him to use his powers again.

74.4

Spiraling streams of thick white vapor rise up around Aell as he raises his conduit into the air. The staff roars like a distant thunderstorm, and sparks leap up from its tip and into the clouds above. You can see roiling thunderheads stretched to the horizon, ready to dump their payloads of rain.

Aell spins his conduit with a flourish, and the sky darkens even further.

You may attach a Flood card to a path card of your choice. Then remove all ⚔ from Aell.

74.5

As Aell tries to focus on his conduit, you remind him to focus on just what is needed, not what is possible. Your quiet, firm voice helps center him, and he slowly but surely begins to reach out into the sky. Clouds skid across the horizon as the weather of the Valley begins to change.

Replace the weather card with another weather card of your choice. It maintains the same number of tokens. Then, discard Aell.

74.6

You hear a yell followed by a crack of thunder. You turn to see Aell, his conduit raised high, laughing as he's surrounded by reclaimers and hydraworms, lightning coursing through the air. Then you see him fall to his knees, and he vanishes from sight as the biomelds overtake him.

Record **AELL LOST** on the campaign tracking sheet. Permanently remove Aell from the Marsh of Rebirth set. **Do not end the day**.

74.7

With a shocked cry, Aell collapses, dropping his conduit. You go to his side, get him to safety, and tend to his wounds.

End the day.

75. THE WATERSPINNER

In the heart of the rushing torrent that fills the mouth of Tumbledown's cave, you see a flashing, whirling set of gyroscopic rings, suspended in the water by some invisible force. Nearby on the floor of the cave, a concave bowl crackles with electrical energy that flows into a series of charging pedestals. You see pieces of powered equipment resting on the pedestals, and know you can also charge your gear if you wish.

76. KASENDE, EXPERT HUNTER

ENTERS PLAY	**IF YOU ARE ON THE REMOVE THE RECLAIMERS MISSION, GO TO 76.1**
	IF YOU'VE PRUNED THE HYDRAWORM, GO TO 76.2
	OTHERWISE, GO TO 76.3
CLEAR ⚔	**IF YOU ARE ON GRUESOME FEAST, GO TO 76.4**
	IF YOU ARE AT THE FROWNING GATE, GO TO 76.5
	IF HELPING HAND IS ATTACHED TO KASENDE, GO TO 76.6
	IF YOU'VE PRUNED THE HYDRAWORM, GO TO 76.7
	OTHERWISE, GO TO 76.8
CLEAR ✡	**IF YOU ARE ON GRUESOME FEAST, GO TO 1.28**
	OTHERWISE, GO TO 76.9

76.1

The hunter watches you with a glint of amusement in her eyes. "What is it?" she asks.

You explain your mission to rid the Valley of the reclaimers, and ask Kasende if she has any ideas.

"I might," she says. "Ever since the reclaimers started showing up in the Valley, I've been tracking them and observing their behavior. I noticed that some of the reclaimers had white flowers sprouting from their spines, and that those reclaimers seemed to be leading the way for the others, so I killed one and harvested these."

The hunter reaches into her pocket and pulls out a vial containing several small white flowers.

"I've learned that these flowers have no odor, but strangely, they emit an inaudible sound—a sonic vibration that only other reclaimers can perceive, and with the help of the artificers of Tumbledown, I developed a lure. It works, but even if we could amplify the sound enough to attract all the reclaimers in the Valley, I don't know what we'd do with them once they were all gathered in one place."

You suggest that perhaps the place is what's important—someplace from which the reclaimers couldn't escape. Someplace like...

"The Marsh of Rebirth," Kasende says. "Of course! Hydraworms will eat anything! Once they're lured deep into the swamp, they should handle the rest. We just need to get them there!"

Kasende leaves for a moment, then comes back with a bundle of small devices. "You take these lure amplifiers and set them at the borders of the swamp, then come and meet me in the Marsh of Rebirth where I'll prepare the lure itself. Before I leave, I'll let Elder Wellers know our plan. He can send word to Lone Tree Station. I'd like to think we can handle it, but who knows? We might need backup."

Gain the **WORM FOOD** mission.

76.2

As you walk quietly along the trail, you are pleasantly surprised to see Kasende sitting on a rock up ahead, her back toward you. You figure this is the chance to pay her back for constantly sneaking up on you, and begin to carefully move toward her as quietly as possible.

You're still over ten meters away when Kasende speaks up. "You should practice your stealth," she says without turning.

Clear Kasende with ▲ to ask if she needs more help with the hydraworms.

76.3

"Careful." The quiet voice behind you causes the hairs on the back of your neck to rise. You turn and see a small, serious person, whispercrack darter cradled in her arms. "You walk too loudly. Not all beings who dwell in the Valley are as merciful as I."

The hunter watches you for several long moments, then nods. "I am Kasende. I'm headed to the swamp. Someone has to keep the hydraworms in check. It may as well be me."

Clear Kasende with ▲ to ask more about the hydraworms and how you might be of assistance.

76.4

You yell out to Kasende for support, and she wordlessly complies. She maneuvers around the worms and reclaimers and deftly corrals them away from you.

Exhaust up to 3 beings. Then remove all ▲ from Kasende.

76.5

You step back and watch as Kasende combats the writhing mass of hydraworms. Carefully, calmly, she raises her whispercrack darter and fires three times, the coilgun making a snapping noise as it spits hypersonic darts. Three hydraworm heads whip back, flailing. Then the whole mass slips into the murky waters of the swamp and vanishes.

You ask Kasende if she killed them, but she shakes her head. "No. The worms are joined into a single whole somewhere deep beneath the swamp. I've incapacitated several heads, but the whole always remains. It's a bloody, tiresome business, but it's necessary to keep the Valley's dangerous biomelds like this in check." She shoulders her darter and turns to leave. "Thank you for your assistance," she says over her shoulder. "Now I must continue on alone."

Discard one Hydraworm. Gain The Kasende Technique reward card. Discard Kasende, and return **HELPING HAND** to the collection. Record **PRUNED THE HYDRAWORM** on the campaign tracker.

76.6

You turn to see Kasende regarding you with a level stare. "We still have work to do. You still coming to the Frowning Gate with me? Or should I head out on my own?"

RANGERS CHOOSE:

A) Agree to keep helping. Remove all ▲ from Kasende.

B) Part ways. Discard Kasende and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

76.7

"The hydraworms are spawning once more and have made it to the Frowning Gate again" she says. "I have been doing some 'pruning,' but we can always do more. Do you want to hunt hydraworms with me again?"

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Kasende.

B) Not today. Discard Kasende. Each Ranger soothes 2 fatigue.

76.8

Kasende looks up and down with a blank expression. "Alright, you can come help if you want. We're heading to the Frowning Gate. Try to keep up."

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Kasende.

B) Not today. Discard Kasende. Each Ranger soothes 2 fatigue.

76.9

Kasende collapses without a sound. You see the that she's injured and immediately get out your medical supplies. She may not want to admit it, but you know that treatment of her injuries is going to take a while.

End the day.

77. ELDER CORMAK WELLERS

ENTERS PLAY	**IF YOU'VE COMPLETED RESCUE (KASENDE), GO TO 77.1** **OTHERWISE, GO TO 77.2**
CLEAR ▲	**IF YOU ARE ON OR HAVE COMPLETED SEARCH (KASENDE), GO TO 77.3** **OTHERWISE, GO TO 77.4**
CLEAR ✡	**GO TO 77.5**

77.1

Elder Wellers smiles slightly when he sees you and bows slightly. "I've been wanting to thank you for helping find Kasende. You did fine work."

He cocks his head inquisitively. "Now, is there any way I can help you?"

Clear Elder Wellers with ▲ to ask him what there is to do around Tumbledown.

77.2

As you walk along the lip of the vast cliff that looks out over the Verdessa, the roaring of Tumbledown Falls echoing in your ears, you see an older fellow perched on an outcropping, watching the jungle below. You call to him, and he looks up from a loosely bound notebook.

"Greetings," he nods slightly. "Cormak Wellers, at your service."

You recognize the name; Elder Wellers is the head of Tumbledown and a naturalist of some renown within the Valley. You ask what he's doing, and he shows the tight, neat writing in his book next to a diagram of what looks like a large tree.

"Just making observations," he says. "You never know what you'll see when you wait and watch."

Clear Elder Wellers with ▲ to ask him if he needs any help around Tumbledown.

77.3

Elder Wellers nods respectfully. "Thank you for looking for Kasende. I know she's tough, but sometimes she can get over her head. She might even need your help with something."

He gestures off toward the falls. "By the way, if any of your powered items are running low on charge, feel free to use the waterspinner to restore them. It's there to be used, after all."

If you are on REMOVE THE RECLAIMERS: You ask Elder Wellers about the reclaimers, and he whistles. "That's an undertaking, to be sure." He stares out at the waterfall spilling into the Verdessa. "If only we could just summon some rain and wash them away ... wasn't there a shaper that specializes in just that?"

"You could also find Kasende here in Tumbledown and speak with her. I know she's been tracking the reclaimers herself. She was working with the local artificers on something related. I'm not sure what."

77.4

Wellers smiles slightly. "There's not too many of us around here. Tumbledown is a small settlement, and there's always a chance something comes storming out of the Verdessa looking for a meal. Most people prefer the quiet of Meadow or Branch."

"However," he hesitates for a moment, then continues. "Have you met Kasende? She's one of the best hunters in the southern Valley, but she spends a lot of time hunting hydraworms near the Marsh of Rebirth, and she last left Tumbledown two days ago. It's possible she's fine … but an old man can't help but worry, I guess. Can you look for her?"

RANGERS CHOOSE:

A) Agree to help. Gain the **SEARCH (KASENDE)** mission. Record **94.9** three days from now on the campaign tracker. You may choose this option only if you don't have another Search or Rescue mission. Discard Elder Wellers.

B) Leave Kasende to someone else. Discard Elder Wellers. Record **94.8** three days from now on the campaign tracker.

77.5

Elder Wellers stumbles and gasps. You move to catch him before he collapses. It will take some time to get him to safety and treat his injuries.

End the day.

78. ARCOLOGY SINKHOLE

ENTERS PLAY	**GO TO 78.1**
CLEAR ▲	**IF YOU ARE ON ARCOLOGY ARCHAEOLOGY, GO TO 78.2** **OTHERWISE, GO TO 78.3**

78.1

The land suddenly drops away in front of you. Luckily, you are paying attention, and you catch yourself before you go tumbling down a steep slope.

You stand on the edge of a large pit, where it looks like an entire grove of trees has collapsed into the ground not long ago. Between the tangled mass of splintered trunks, you can see what looks like a broken steel archway and cracked pipes leading into darkness. The sinkhole may have exposed a new route into the old arcology beneath the Valley.

Clear the Arcology Sinkhole with ▲ to explore its depths.

78.2

Once you climb down the sinkhole and into the arcology, you pull out Silaro's translation plate. You hold the clear pane of glass in front of your eyes, and the words on the walls appear to morph into something legible.

Twenty minutes later, you find a workshop. The machinery has been carefully powered down, and you are able to activate a small autolathe. After using it to sculpt several useful items out of the nearby bricks of omni-resin, you turn it off again. The only other items of interest are a set of small glass bricks tucked into a corner. Each seems to have motes of golden light trapped in the glass. You tuck them into your rucksack; Silaro may know what they are.

Each Ranger shuffles up to two cards from their discard into their deck.

78.3

It takes all morning to use a foldable carbonforged saw to cut the tree trunks then winch them up with a jury-rigged block and tackle. By the time the sun is high overhead, you've managed to clear a path to the archway.

It turns out that the archway leads to a maze of passageways. You explore a little way in but worry about getting lost. The worn print carved into the walls is in a language utterly alien to you and is useless for navigation. Even so, you find a storage locker a few dozen meters down that still has some portable power cells. Their construction is marvelous even after thousands of years, you can still use them to charge your gear.

Perhaps if you could read the writing on the walls, you might be able to find greater treasures further in? You think you remember someone named Silaro in White Sky who was studying the arcology. Maybe he can help?

Each Ranger can either refill all tokens on a tech card, or search their deck for a tech card, and put it into play.

79. RANGER CACHE

You barely notice the sigil carved into a nearby rock. You don't see any sign of the Ranger cache, but you whistle the five tones that Ben Amon taught you during your training. The illusion of a rocky outcropping covered in lichen flares and fades as the lenser deactivates, revealing four carbonforged chests bolted to the rock.

80. QUISI VOS, RASCAL

ENTERS PLAY	**IF A RANGER HAS BISCUIT BASKET EQUIPPED, GO TO 80.1** **IF OURA VOS IS IN PLAY, GO TO 80.2** **OTHERWISE, GO TO 80.3**
CLEAR ▲	**GO TO 80.5**
CLEAR ✡	**GO TO 80.6**

80.1

From behind, you hear a giggle. You turn to find a young girl, hand poised over the basket of juniper biscuits. "Hi!" she says, retracting her hand. "What are you doing? Where are you going? Can I have a biscuit? Do you have anything else to eat?"

Each time you answer her question, she has another one at the ready. It seems like you have a new traveling companion, at least until you can satisfy her curiosity.

Clear Quisi with ▲ to satisfy her curiosity.

80.2

"Quisi!" You see a woman step onto the trail. "Didn't I tell you to meet me at the Ranger Station?"

Quisi, for her part, is studiously focused on digging a hole in the dirt with her toe. "I was going to, but then I need to help do some Ranger stuff. I lost track of time!"

"I've heard that one before."she says. "Next time, please don't make me look for you. I don't like worrying!"

"Don't worry, mama. I'm fine!" The woman walks up to Quisi and gives her a hug, then looks at you, clearly relieved.

"Thank you for finding my little explorer," she says. "Can you say thank you, Quisi?"

"Thank you!" Quisi says, and gives you a hug. Then she hands you a small pouch."These are my favorite snacks in the whole world. I have a whole bunch back home, so you can have these ones. Bye!"

Gain the Quisi's Favorite Snack reward card. Discard Oura and Quisi. Each Ranger soothes 2 fatigue.

80.3

From up ahead, you hear a child quietly singing to herself. You move around a large cedar bole to find a young girl, maybe eight years old, tracing patterns in the ground with a rock. She's covered in dirt, head to toe. In place of her right hand is a miraculous piece of technology: a prosthesis, gleaming in the sunlight, its fingers suspended in air, held only by her body's memory of the hand.

As soon as she notices you, she hops to her feet. "Hi! I'm Quisi! What are you doing? Where are you going? What is *that*? Can I use it?"

Each time you answer a question, she has another one at the ready. It seems like you have a new traveling companion, at least until you can satisfy her curiosity.

Clear Quisi with ▲ to satisfy her curiosity.

80.4

You quickly find Quisi's questions to be as constant and regular as the sunrise, though far more frequent. Answering one buys you only a few moments before she thinks of another. However, among her constant and endearing patter, you notice she says something of particular interest.

Draw a challenge card. Read one entry based on the challenge icon on the drawn card:

☀: "Did you know that up at Headwater Station, in the big pool, there's ruins? All the way at the bottom, and I even heard there's treasure down there!"

▲: "Mama said never go inside the terravore … but one time, I went just to the edge … and I peaked inside … and I saw something weird, and glowy, all the way at the back! I think it's treasure!"

⮟: "The Heart of the Swamp is gross, stinky, and full of giant worms. But I bet that if you get all the way to the very, very middle, there's stuff there … like treasure!"

80.5

After a nonstop barrage of questions, you're a bit surprised when Quisi suddenly stops talking. You turn, and she's standing on a rock, shielding her eyes as she looks at the sun.

"I would stay and help you some more, but I can't be late for dinner. See you some other time!" She hops off the rock and scampers down the path, vanishing from view in an instant.

Each Ranger soothes 2 fatigue. Discard Quisi.

80.6

Quisi yelps. You kneel down next to her, comforting her with soothing words as you inspect the injury. It looks treatable, but doing so will take time.

End the day.

81. OURA VOS, TRAVELER

ENTERS PLAY	**IF QUISI VOS IS IN PLAY, GO TO 80.2** **OTHERWISE, GO TO 81.1**
CLEAR ▲	**IF HELPING HAND IS ATTACHED TO OURA, GO TO 81.2** **OTHERWISE, GO TO 81.3**
CLEAR ✡	**GO TO 81.4**

81.1

"Excuse me?" You hear the call from a little ways off and turn to see a woman striding toward you.

"My name's Oura. I'm looking for my daughter. Have you seen her? About this tall? Green tunic? Asks a lot of questions?"

You mention that you haven't seen her, and she throws up her hands. "She was supposed to meet me at the Ranger Station hours ago. Can you help me find her?"

Clear Oura with ▲ to help Oura find Quisi.

81.2

Oura has been walking at a vigorous pace. When you call a halt to catch your breath, you can tell she's eager to continue. She looks at you and says, "I know this is taking you away from other tasks. Can you help me find Quisi? Or should I continue alone?"

RANGERS CHOOSE:

A) Continue helping. Remove all ▲ from Oura.

B) Say goodbye. Discard Oura and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

81.3

You offer to help, and Oura smiles gratefully. "Thank you so much! I've been tracking Quisi for hours. I think I know where she's going, but somehow the little trailblazer is always one step ahead of me. Maybe you can help?"

RANGERS CHOOSE:

A) Agree to help. Remove all ▲, and attach the **HELPING HAND** mission to Oura.

B) Not today. Discard Oura. Each Ranger soothes 2 fatigue.

81.4

Oura barks out in pain and staggers against a nearby tree. Although she denies it, you can tell the injury is bad. You go to her side and pull out your medical kit. This is going to take a while.

End the day.

82. SIL BELAI, ARTIST

ENTERS PLAY	**IF YOU'VE WITNESSED A MASTERPIECE, GO TO 82.1** **OTHERWISE, GO TO 82.2**
CLEAR ▲	**IF HELPING HAND IS ATTACHED TO SIL, AND YOU ARE AT A MOUNTAIN LOCATION, GO TO 82.3** **IF HELPING HAND IS ATTACHED TO SIL, AND YOU ARE NOT AT A MOUNTAIN LOCATION, GO TO 82.4** **IF YOU'VE WITNESSED A MASTERPIECE, GO TO 82.5** **OTHERWISE, GO TO 82.6**
CLEAR ✡	**GO TO 82.7**

82.1

Sil waves enthusiastically to you from her perch on an overlook above the trail. "Well hello!" she calls. "If it isn't my favorite subject! How is protecting the Valley going?"

Clear Sil with ▲ to watch as she finishes her painting.

82.2

As you follow the path, you see a woman perched on a rock a few meters above the trail. She sees you at the same time and waves.

"Hullo!" she calls out. You ask her what she's doing, and she gestures to her easel. "I'm trying to paint as much of the Valley as I can. This view is beautiful, but I could use a person in it to help with scale. Do you think you could just stand ... right ... there? Now try and look ... adventurous."

Clear Sil with ▲ to help her finish her painting.

82.3

With a triumphant flourish, Sil adds a final stroke, looks at her canvas, and then back at the scene. She thinks for a moment, then leans back with a deep and satisfied sigh. "I love it." She looks at you. "Thank you so much."

"Oh!" She exclaims and rummages around in her rucksack. "I want you to have something." She pulls out a well-used sketchbook and hands it to you. "Drawings of flora and fauna from all over the Valley from when I was just starting out. There are a few blank pages left. I think you should be the one to fill them. See you next masterpiece!" She winks at you then begins to pack away her supplies.

Gain the Sil's Sketchbook reward card. Write **WITNESSED A MASTERPIECE** on the campaign tracker. Discard Sil and return **HELPING HAND** to the collection.

82.4

"This scenery is truly lovely, but the background just needs to be a mountain. Care to continue with me to a mountain?"

RANGERS CHOOSE:

A) Absolutely! Remove all ▲ from Sil.

B) Say goodbye. Discard Sil and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

82.5

"Another day, another masterpiece!" Sil laughs and nibbles at the end of one of her brushes. "I have to say, it was just so much fun painting you in the mountains. You aren't heading up one right now, are you? Would you mind if tag along and paint you again?"

RANGERS CHOOSE:

A) Not at all! Remove all ▲, and attach the **HELPING HAND** mission to Sil.

B) Maybe next time. Discard Sil. Each Ranger soothes 2 fatigue.

82.6

"And ... done! I love your cloak! Such a nice color." She takes a step back and appraises her work. "You know, I can't help but think that you would look even more heroic if you were posed on a mountain, with a sweeping view of the Valley behind you. I don't suppose you'd be willing to accompany me to the top of a mountain and pose for me there? What do you think?"

RANGERS CHOOSE:

A) Sounds fun! Remove all ▲, and attach the **HELPING HAND** mission to Sil.

B) Some other time. Discard Sil. Each Ranger soothes 2 fatigue.

82.7

Sil gasps and stumbles. You move to help her, but one look tells you that you're going to have to give up your current plans in order to get her to safety.

End the day.

83. REN KOBO, MERCHANT

ENTERS PLAY	**GO TO 83.1**
CLEAR ▲	**GO TO 83.2**
CLEAR ✡	**GO TO 83.3**

83.1

The man's broad face has been weathered by years of strong wind, and his eyes are surrounded by a forest of wrinkles from a lifetime of squinting into the sun. He pulls his hand out of the pocket of his long coat and thrusts it forward.

He speaks with the drawl of the Messipian seafolk. "Ren Kobo's the name," he says. "Traveling merchant and Master of Commerce of the Sunray Flotilla, at your service. Perhaps you'd like to make a trade? If not, we can simply share the road; I see we're traveling in the same direction."

Clear Ren Kobo with ▲ to trade with him.

83.2

"Trade, you say?" Ren sweeps out his hands. "Well of course you do! I've been from the Messipian Sea to the Fortresses of the Ice Clans, and I've even laid eyes on the Great Ocean, if you can believe it. And I have something from everywhere I've visited."

He goes to his wagon, and starts pulling out items. "Now, let's see if I can find something to tickle your fancy."

Each Ranger may return a gear from their hand to the collection. If they did, then they choose a starting gear card from the collection that they

meet the stat requirement for, and add it to their hand. (This alteration to their deck is permanent.)

If you don't trade with Ren Kobo, soothe 2 fatigue.

83.3

Although he insists he's fine, you can tell the old Messipian is in trouble. You'll have to camp here for the night, so you can take the time to look him over properly and treat him.

End the day.

84. TALA THE RED, EXILE

ENTERS PLAY	**IF YOU'VE FOUND TALA A HOME, GO TO 84.1**
	OTHERWISE, GO TO 84.2
CLEAR ⚔	**IF YOU ARE AT A PIVOTAL LOCATION, GO TO 84.3**
	IF HELPING HAND IS ATTACHED TO TALA, GO TO 84.4
	IF YOU'VE FOUND TALA A HOME, GO TO 84.5
	OTHERWISE, GO TO 84.6
CLEAR ✡	**GO TO 84.7**

84.1

You spot Tala talking to Kesis Merklain, a vertical gardener and a fixture of Tumbledown. "But if you keep using the dirgehorn to scare off the biomelds from the Verdessa,"she explains to the elderly man, who looks a little horrified, "then you'll never get to fight any of them." Then she sees you. "Oh hello!" she calls.

Clear Tala with ⚔ to ask her about her new home.

84.2

You don't know everyone in the Valley, but the moment you spot the woman walking toward you, you can tell she's not a local. It's not just the heavy furs and well-used ice axe hanging from her belt; the tightness around her eyes and mouth expresses discomfort with everything around her.

You greet her, and she stares at you warily. "I'm Tala the Red," she finally replies reluctantly. "Formerly of the Ice Clans to the north."

Clear Tala with ⚔ to ask her about her exile

84.3

Read an entry based on which location you are at:

White Sky: You take Tala around White Sky. She spends a long time sitting on the edge of one of the platforms, staring across the lake. But then she gets up and shakes her head. "I like the water, but it's too calm. Too peaceful here. I want to live somewhere with some excitement, where you really get to see the fury of nature."

Spire: You take Tala around Spire, from the taverns and streets to the tops of the highest balconies in the shadow of the Spire. She looks happy on the balconies, but as soon as you suggest going back into town, she flinches. "I like the heights, but you have way too many people here!"

Branch: You take Tala through the trees of Branch but she keeps looking more and more uncomfortable. "This place is so enclosed. I like trees, but I'm used to looking down on them from high up."

Meadow: You don't spend too long in Meadow before you can tell Tala isn't happy here. "The Ice Clans live on top of mountains. It's so flat here. Is there anywhere in the Valley that's rocky and high up?"

Tumbledown: You lead Tala to the edge of Tumbledown, overlooking the falls. Suddenly she whoops with excitement, a shout that almost startles you out of your boots. "Look at this place!" she shouts. "It's just like the cliffs and mountains at home, even if it is a bit warm! Let's go, I want to meet the kinds of people who like to live here." You head down to the village, but you're already sure that you've found Tala's new home.

Gain the Tala's Perseverance reward card. Discard Tala, and return **HELPING HAND** to the collection. Permanently move Tala to the Tumbledown set. Record **FOUND TALA A HOME** on the campaign tracker.

84.4

You ask Tala if she cares to explain more about the circumstances of her exile, and she scowls at you. "Killed someone who kept asking me questions," she growls. "Now, do you want to keep helping me find one of the villages here in the Valley or not?"

RANGERS CHOOSE:

A) Continue Helping Her. Remove all ⚔ from Tala.

B) Stop for Today. Discard Tala and return **HELPING HAND** to your collection. Each Ranger soothes 2 fatigue.

84.5

"Of course I'm happy," Tala says. "Have you seen this place? It's amazing. And honestly, it's a good thing you have me here. Nobody here knows anything about killing monsters except Kasende, and she's all about shooting them. Shooting! Can you believe that?" She shakes her head and laughs. "Alright, cloak-wearers. I have to go." She turns away. "Hey, Kesis! Let me tell you some more about axes."

Discard Tala. Each Ranger soothes 2 fatigue.

84.6

You know a little about the Ice Clans; they're said to live in massive frozen palaces in the coldest parts of mountains. You ask Tala why she is "formerly" from the Ice Clans, and she glares and looks away. "It's because I got exiled," she says. "So now I'm looking for a place to live. You got a problem with me living in your precious Valley?"

Despite her harshness, you think you sense a bit of vulnerability in her response. Hesitantly, you suggest that if she is looking for a place to live, you could take her around the Valley and see if any of the villages would be a good fit.

Tala looks startled at the offer. "You'd … help me with that?" When you assure her that you would, she sets her face back into a stern expression. "Thanks, then. Let's go." You set off, figuring that you'll have to take her to different locations and then talk to her once there to see how she feels about each.

White Sky, Spire, Branch, Meadow, or Tumbledown all seem like good possibilities to you.

RANGERS CHOOSE:

A) Decide to try and help her. Remove all ⚔, and attach the **HELPING HAND** mission to Tala.

B) Not today. Discard Tala. Each Ranger soothes 2 fatigue.

84.7

Tala howls in pain. You turn to her, seeing her ice axe clutched in one hand and her eyes wide with fury. You patiently try to calm her down so that you can look at the injury, but it may take a while.

End the day.

85. CALYPSA, RANGER MENTOR

ENTERS PLAY	**GO TO 85.1**
CLEAR ⚔	**IF HELPING HAND IS ATTACHED TO CALYPSA, GO TO 85.2**
	OTHERWISE, GO TO 85.3
CLEAR ✡	**GO TO 85.4**

85.1

You come across Calypsa in the middle of a field as she is teaching something to Kal Iver. She waves you over. "I've just been discussing some lessons with Kal," she says. "Care to sit in?"

Clear Calypsa with ⚔ to learn from the wise Ranger.

85.2

You come panting back into the field, and Calypsa looks at you expectantly. "So, how did you do?"

COUNT THE TOTAL FATIGUE BETWEEN ALL RANGERS, AND READ THE CORRESPONDING ENTRY:

0 Fatigue.

Calypsa shakes her head. "Did you even bother to try?"

1 - 4R Fatigue.

Calypsa smiles at you. "A good effort. But I'm afraid Kal pushed himself further than you did. He'll win this competition for today."

More than 4R Fatigue.

Calypsa raises her eyebrows. "Oh my. Very well done! You win the competition." She claps your shoulder and slips a small badge into your hands, then looks serious. "Now, just remember to not push yourself harder than you need to. As with so many things, we should try and find balance in our actions."

Gain the Ranger Badge reward card. Discard Calypsa and return **HELPING HAND** to the collection..

85.3

Calypsa gestures to the field around you. "As Rangers, we have a responsibility to the Valley. Not only our friends and neighbors, but the Valley and every living being within it."

"Look around us," she says, and you dutifully study the meadow. "The grasses, the bushes, the insects, the birds … the Valley is full of life. When we move through it, we cannot help but affect it." She takes a few steps then gestures behind her to the grass crushed beneath her boots. "That's why we should think before we act. It can often be better to observe and otherwise avoid the living things in the Valley. And when we can't observe … "

She reaches into her pocket and pulls out a small chunk of meat. She tosses it into the middle of a field, and you hear a screech. An eagle swoops down, pouncing on the morsel. Calypsa smiles. "It can be better to distract."

Exhaust one non-human being in play.

"Of course," Calypsa says, "there are a lot of beings in this Valley. Sometimes, there are too many to avoid or even to distract. Sometimes, you have to press on, even when it's dangerous or tiring. Exhaustion, fatigue; these can be worthwhile trade-offs for accomplishing important tasks. You need to be willing to push yourself, and tire yourself, if you're going to get everything done in a day that you need to do."

She looks at you and Kal. "Perhaps a competition will teach you what I mean. Which of you can push yourselves more? Shall we find out?"

If you take on this challenge, it will discard your current fatigue stack.

RANGERS CHOOSE:

A) Agree to the test.

Calypsa smiles. "Very good! Alright, go and suffer as much fatigue as you can, then come check back in with me. Whoever pushes themselves further will get a reward."

Kal grins at you. "I'd wish you good luck, but all the luck in the world isn't going to help you beat me."

Remove all ⚔, and attach the **HELPING HAND** mission to Calypsa. Each Ranger discards their fatigue stack.

B) Not today. Discard Calypsa. Each Ranger soothes 2 fatigue.

85.4

Calypsa gasps and drops down on one knee. As you move over to her, she looks up. "I'll admit it," she says. "I'm hurt." She winces as you get out some medical supplies and get to work treating her injuries.

End the day.

86. THE FUNDAMENTALIST

ENTERS PLAY	**IF YOU'RE AT THE BOWL OF THE SUN, GO TO 86.1**
	OTHERWISE, GO TO 86.2
CLEAR ⚔	**IF YOU ARE ON INVASION (EITHER STAGE), GO TO 86.3**
	OTHERWISE, GO TO 86.4
CLEAR ✡	**GO TO 86.5**

86.1

As you descend into a warm patch of sun, you see Tykor Hum, the so-called Fundamentalist of the Valley. You've heard Tykor lives alone and often wanders the Valley, but here in the verdant stone bowl, he seems to have set up a quiet meditation spot in the greenery. Tykor himself is sitting cross-legged on a large boulder with what appears to be an offering of fruits, flowers, and fragrant tea set out before him. His eyes are closed, and you can hear him mumbling to himself.

When you get close, he seems to hear you because he opens his eyes. You ask him what he's doing, and he stares back at you for a long moment. "Speaking with my parents," he says finally. "What brings you to the Bowl of the Sun?"

Clear the Fundamentalist with ⚔ to ask him about his way of life.

86.2

You see a man quietly picking plums from a small, fragrant-smelling tree. You've heard of the so-called Fundamentalist, and you watch with interest as he carefully lifts and inspects each plum in turn. Occasionally, one comes off the tree, and he tucks it into a rucksack.

When you see him notice you, you call out and ask what he's doing. He frowns at you. "What does it look like? I'm taking plums. Only the ones that are just about ready to fall off the tree, obviously. What are you doing?"

Clear the Fundamentalist with ⚔ to ask him about his way of life.

86.3

You tell Tykor about the reclaimers, and how they are surging into the Valley. Tykor listens intently. Then you ask the question on your mind; are the reclaimers a natural part of the environment that should be left alone, or a human creation that should be removed?

Tykor strokes his grizzled chin and stares into space for a while. "That's a good question," he says finally. "On the one hand, these reclaimers of yours are clearly biomelds, created by our ancestors for Guide knows what reason. You could argue that removing them is no different than disassembling one of your villages so that everyone can live a hunter-gatherer lifestyle. In fact, you could even argue that removing them is just cleaning up our ancestors' mess."

"But," he continues, raising a finger,"Humans have been a part of the ecosystem for hundreds of thousands of years. This whole ecosystem," he gestures to the Valley and the world beyond with wild sweeps of his hands, "is created by humans. First we changed it with our actions thousands of years ago, then we changed it again with the Generational Projects trying to change the first change!"

He laughs for a moment, then grows serious. "Perhaps the only thing we can do is to resolve to step back from this point forward, and stop meddling. That's what I'd suggest, at any rate. Stop meddling, because it always leads to more meddling." But then you hear his voice quiver just a tiny bit. "But … I suppose that's a cold comfort to all the people those reclaimers might hurt. That it's … natural."

Tykor suddenly stands and begins to pack his bags without another word. In a minute, he is ready to leave with his rucksack. Unless you ask him to stay, he is clearly going to head out.

RANGERS CHOOSE:

A) Have him stay and continue helping you. Remove all ⚠ from Discard the Fundamentalist, and move him.

B) Say goodbye. Discard the Fundamentalist. Each Ranger soothes 2 fatigue.

86.4

You ask Tykor why the others in the Valley call him the Fundamentalist, and he cocks his head for a moment. "Do they?" he asks. "I suppose I haven't been into any of your villages in a while."

He thinks for another moment, then abruptly speaks. "I guess it's because of how I live," he says. "I don't see us having any right to build houses and lay down roads across this Valley. That's just us imposing our will on the rest of the world, which we have no more right to do than any other animal."

You ask if human's sapience changes the situation at all, and he waves his hands as if driving off a fly. "You sound like all the rest. No, no, our sapience just means we should recognize our capacity to change the world, and then make the conscious choice to reject that."

As he talks, he starts to pack his things. In a minute, he is ready to leave. Unless you ask him to stay, he is clearly going to head out.

RANGERS CHOOSE:

A) Have him stay and continue helping you. Remove all ⚠ from the Fundamentalist, and move him.

B) Say goodbye. Discard the Fundamentalist. Each Ranger soothes 2 fatigue.

86.5

Tykor collapses silently from his injuries. When you get to him, he's seems barely conscious. "Is it my time?" he whispers. "Do I go now to join the ancestors?" His eyes close. Despite his words, you see his injuries are treatable, though it will take some time.

End the day.

87. BEN AMON, SWIFT PILOT

ENTERS PLAY	**GO TO 87.1**
CLEAR ❖	**GO TO 87.2**
CLEAR ✡	**GO TO 87.3**

87.1

A shadow skims over your head, and you duck, thinking you're about to be attacked by a hungry irix. You look up in relief to see the shape of Ben Amon's custom-made glider, the Swift, passing overhead. It lands gently in a clearing a short distance away. As you approach, you see Ben Amon emerge from the cockpit, stretch his legs, then check something on the underside of the vehicle.

"Hello there!" he says, looking up from his work. "I'm on an errand for Elder Thrush, but if you're in need of assistance, maybe I can give you a ride."

Clear Ben with ❖ to board the Swift.

87.2

After some discussion, Ben gestures toward the Swift. "Climb aboard!" he says. "The Elder asked me to run these supplies across the Valley as quickly as possible, but the winds are favorable today. I should be able to make your journey a little easier and be back to Lone Tree by sundown. Now, where to?"

You may immediately end the round and travel to any location within 2 paths (including rivers). Use the terrain type of the last path you crossed over. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Ben, and resolve the remainder of the test as normal.

87.3

Ben swears in several languages you've never heard before. You move to help him out and see that it will take some time to property treat his injuries.

End the day.

88. THE TENEBRAE

As you walk into a clearing, a sinking sensation fills your chest, and each beat of your heart adds to your unease. You look up to see the dreaded specters known collectively as the Tenebrae drifting slowly overhead. Sounds of life grow still under their shadow. You hear a near inaudible sound that claws at the edges of your perception, like a chorus of labored breaths, wheezing through a single narrow aperture.

89. UMBRA

A dark shadow flashes over your head, and you duck as the shadow banks around and heads back toward you. You raise your hand to shield your gaze and stare up, quickly spotting the terrifying form of the massive raptor, her body as big as a stilt-horse and massive beak open in a terrifying screech.

90. MYSTERIOUS VERDESSIAN

ENTERS PLAY	**GO TO 90.1**
CLEAR ⚠	**GO TO 90.2**
CLEAR ✡	**GO TO 90.3**

90.1

The trail leads over a small rise and you find yourself looking down into a clearing. In the center, maybe fifty meters away, you can see a reclaimer. Strangely, it's standing perfectly still.

Then you see something moving alongside it. What you thought was a large flowering weed appears to be some sort of being. As you watch, it runs an appendage lightly along the reclaimer's back, and you see small white flowers sprout from its spine.

You take a single step, and even that slight movement causes the being's head to turn in your direction. You're going to have to approach very cautiously if you don't want to scare it off.

Clear the Verdessian with ⚠ to silently observe its behavior.

90.2

You stay far enough away not to alert the being and decide to follow it as it leaves the reclaimer and disappears into the underbrush. As you follow, you notice strange plants along the trail. The tiny, twisting vines don't appear to be native to the Valley, but look similar to plants you heard of in the Verdessa. Perhaps that's where this being is from? But in any case, perhaps you can follow the trail left by these vines.

Complete the **WATCHER IN THE BRUSH** mission. Gain the **TRAIL OF VINES** mission.

90.3

You hear a splintering crack like a thick branch breaking and see the Verdessian collapse. It quakes as though touched by a gentle breeze then wilts like an uprooted thistle left in the sun. You think it may be dead.

Write **VERDESSIAN KILLED?** on the campaign tracker.

If you are on the **WATCHER IN THE BRUSH** or **DEEPER MOTIVES** mission, complete that mission.

91 - BISCUIT DELIVERY

ENTERS PLAY	**KORDO, RANGER VETERAN, GO TO 91.1**
	SPIRIT SPEAKER NAL, GO TO 91.2
	HY PIMPOT, CHEF, GO TO 91.3
	QUISI VOS, RASCAL, GO TO 91.4
CLEAR ⚠	**KORDO, RANGER VETERAN, GO TO 91.5**
	SPIRIT SPEAKER NAL, GO TO 91.6
	HY PIMPOT, CHEF, GO TO 91.7
	QUISI VOS, RASCAL, GO TO 91.8
CLEAR ✡	**GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER**

91.1

"Glad you made it through training," the grizzled man sticks out his hand and shakes yours firmly. "The name's Kordo in case you forgot. I understand you have a lot of new faces to take in."

Clear Kordo with ⚠ to speak with him further.

91.2

You come across a woman sitting on a meditation pillow, her eyes closed. She doesn't open them, but gestures for you to come closer.

"We're happy to have you," she says. "I'm Nal, the Spirit Speaker here at Lone Tree Station. Sit with me for a minute, then we can talk."

Clear Nal with ⚠ to speak with her further.

91.3

You come across a massive pile of diced and sliced vegetables, roots, and tubers. Occasionally, more slices fly through the air to land on top of the pile.

"Back already?" a voice says from beyond the vegetable pile. "I told you. There's no silverfin curry to be had until the fish has marinated for at least three hours!"

A head pokes out from behind the pile. "Oh, it's you! I thought you were Elder Thrush. She gets so impatient on silverfin curry day! Calypsa sent you for the biscuits, eh? They're just out of the oven. Let me know when you're ready to leave, and we'll get you and those biscuits to the good people of White Sky straight away."

Travel away from Lone Tree Station while Hy Pimpot is in play to complete the mission.

91.4

You feel a tug on your backpack and turn to see a young girl, suddenly walking beside you.

"Hi!" she says. "Do you smell something? Is Hy Pimpot baking his famous juniper biscuits? Can I have one? Which way to the kitchen?"

Clear Quisi with ⚠ to help her find the kitchen.

91.5

"Well, I've been in the Rangers for a few decades. Survived more atrox attacks than I can count!" Kordo rubs his chin. "Once, I was one of the best hunters in the Valley. I suppose I still am, but these days I spend most of my time keeping things running smoothly around here. Though I do get out for a hunt every now and then."

His voice takes on a tone of mock severity. "I'd take you're on a hunt right now, in fact, but you have some biscuits to deliver! You're not going to let the people of White Sky starve, are you?"

Each Ranger soothes 2 fatigue, then discard Kordo.

91.6

Nal opens her eyes and slowly turns to you, her movements precise and fluid. She smiles at you like an old friend. "That was lovely," she says. "I just had the most amazing experience. I was speaking with the spirit of Mount Nim. It was so powerful! And ancient! It's a great spirit to call upon if you ever find yourself in need of some perspective."

"But right now, we should check on the spirits of those biscuits" she says with a playful smirk. "You'd better find Hy Pimpot and pick them up while they're still warm!"

Each Ranger soothes 2 fatigue, then discard Nal.

91.7

Hy Pimpot crosses his arms and gives you a severe look. "You'd better grab those biscuits and hit the trail before they cool too much! They're still good cold, mind you, but they're just so much better when they're warm!"

You raise your hands and tell him you're just about to leave. "Good!" he says. "Just let me know when you're ready. I'll be right here. Waiting."

Remove all ⚠ from Hy Pimpot. He does not clear.

Travel away from Lone Tree Station while Hy Pimpot is in play to collect the biscuits and continue the mission.

91.8

In your time together, Quisi has made a game of scouring Lone Tree Station for clues as to the kitchen's whereabouts. Eventually, the scent of Hy Pimpot's biscuits grows stronger, and Quisi cheers. "Yes! Yes! Yes! Delicious biscuits, here I come!" She runs off.

Each Ranger soothes 2 fatigue, then discard Quisi.

92 - DEEPER MOTIVES

ARRIVE	**TUMBLEDOWN, GO TO 92.1**
CLEAR	**SPIRIT SPEAKER NAL, GO TO 92.2**
	MYSTERIOUS VERDESSIAN, GO TO 92.3
CLEAR	**GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER**

92.1

The hike to Tumbledown has left you steadily more anxious the closer you get. The haversack holding the trapped Verdessian has started to shake and rustle more and more, and you've had to stop several times to push the budding vines back under the pack's flaps. But eventually, you see the Valley drop away into the great green ocean of the Verdessa and hear the constant, muted roar of the waterfall.

Nal meets you upon a wide balcony. She clasps your arms and gestures to the vast jungle below. "With the Verdessa so close, I think I will be able to communicate with the Verdessian." She nods to the pack. "Go ahead and open it."

You empty the haversack onto the ground, and immediately the ball of vines and roots flows upward and forms into the figure of the Verdessian. Slowly, it turns to Nal. "We mean you no harm," she says. "The spirit of the Verdessa has offered to help us communicate with each other. Will you speak with us?"

The Verdessian opens the pedals of its face, revealing vibrant reds and purples. Its stamens flex like fingers.

"It agrees," Nal says. "But it says we must converse on soft ground." You accompany them to a patch of grass on the cliffs looking over the Verdessa. Nal closes her eyes, and her breath becomes steady and rhythmic. She and the Verdessian begin to speak.

Search the Lone Tree set for Spirit Speaker Nal, and put her into play within reach of a Ranger of your choice. Then search the General set for the Mysterious Verdessian, and put it into play in the same area. Do not read their "enters play" text.

Clear Spirit Speaker Nal and the Mysterious Verdessian with to aid in their understanding of one another. Reveal icons from the challenge deck to advance their conversation.

92.2

Eyes closed, Nal is focused fully on the Verdessian. You can feel the connection between them. It's as if the very air is energized and alive. You close your eyes and see a vision of endless green—the canopy of the Verdessa stretching far to the south—and you feel a sudden kinship with the Verdessian, two lifeforms together in the substrata of all existence.

You may shuffle one card from the challenge discard back into the challenge deck. Remove all from Spirit Speaker Nal. She does not clear.

92.3

The Verdessian's stamens undulate in repeating hypnotic patterns as Nal stands across from it with her eyes closed. You can feel the connection between them. It's as if the very air is energized and alive. You close your eyes and see a vision of dark roots, burrowing to the deepest, hidden places on Earth. You feel a sudden kinship with the Verdessian—both of you supported by the same ground, warmed by the same sun, and sharing in the same moment.

Exhaust all flora. Remove all from the Mysterious Verdessian. It does not clear.

93 - THE FALL OF SPIRE

ENTERS PLAY	**DACE, AMBITIOUS SHAPER, GO TO 93.1**
	ELDER MORA ORLIN, GO TO 93.2
	TOLLIN LANG, SCULPTOR, GO TO 93.3
	THE CARBON FORGE, A HEARTY BREW, OR ARCOLOGY THRESHOLD, GO TO 93.4
CLEAR	**DACE, AMBITIOUS SHAPER, GO TO 93.5**
	ELDER MORA ORLIN, GO TO 93.6
	TOLLIN LANG, SCULPTOR, GO TO 93.7
CLEAR	**ARCOLOGY THRESHOLD, GO TO 93.8**
CLEAR	**DACE, ELDER MORA ORLIN, OR TOLLIN LANG, GO TO 93.9**

93.1

You see a small group of people hesitantly making their way through the streets. Suddenly you hear someone shout from above you. You look up and see the shaper Dace standing on a rooftop. "Come on!" She yells down to the two dozen people below her. "Turn left! I don't see any reclaimers for at least three buildings!"

Clear Dace with to get her group out of the village.

If you have **KIND WORDS WITH DACE**, add 2 to her.

93.2

As you rush down the streets, suddenly a reclaimer flies out of a nearby window and lands in a broken heap on the street in front of you. You hear a bellowing voice shout "—and stay out!"

You look in the window and see Elder Orlin standing in front of a group of frightened villagers. She spins a large hammer in slow circles, and as she does, the hammer's head begins to glow blue and hum. As you start to call out to her, another reclaimer charges through a side door, and Elder Orlin pivots and swings. The hammer connects with the reclaimer's chest with a flash of blue light and the tang of ozone. Then she turns and catches sight of you.

"We've got to get these people to safety!" she says, swinging her hammer once again.

Clear Elder Orlin with to get her group out of the city.

If you have **IMPRESSED ELDER ORLIN**, add 2 to her.

93.3

You hear Tollin Lang before you see him. The young artist comes around a corner leading a few dozen townsfolk. "Keep up, keep up!" he shouts. "We're close, now! Just stay together!"

He sees you and the relief on his face is immediate. "Thank the ancestors! Help me get these people out of here!"

Clear Tollin with to get his group out of the city.

If you have **APPRECIATED TOLLIN'S ART**, add 2 to him.

93.4

The structure is nearly unrecognizable due to the number of reclaimers crawling over its surface, which itself glistens with reproductive mucus. Where there are grubs, the building material is slowly sloughing off like bark from a rotting tree. If there's anyone left inside, you need to get them out before the structure collapses.

Clear this feature with before it clears from to avoid suffering fatigue.

93.5

It takes almost an hour, but you finally get Dace's group to the safety of the far bank of the Silverfin River. Dace herself carries the last of the people—a young boy—in a bounding flight across the water. Accompanied by a rush of wind, she gracefully lands beside you. "Thank you," she says. "I can take it from here."

Write **DACE'S GROUP SAVED** on the campaign tracker, and return Dace, Ambitious Shaper to the collection.

93.6

You and Elder Orlin's group steadily make your way across the bridge, fighting off reclaimers with every step. Elder Orlin stands shoulder to shoulder with you, swinging her hammer at any reclaimer that dares cross her path.

Once you reach the bank of the Silverfin, Elder Orlin catches her breath. "I haven't gotten that much exercise in eighty years!" she says as she wipes the sweat from her brow. "You've done well. I can keep an eye on them from here."

Write **ELDER ORLIN'S GROUP SAVED** on the campaign tracker, and return Elder Mora Orlin to the collection.

93.7

You lead Tollin's group down to the intake inlets for Spire's hydroelectric generators. There you find a pair of large seed barges and get everyone aboard. As they cast off, Tollin claps you on your shoulder. "Thanks for getting us out! I think we'll be all right if you still need to help anyone else."

Write **TOLLIN'S GROUP SAVED** on the campaign tracker, and return Tollin Lang, Sculptor to the collection.

93.8

As you approach the threshold, you notice that nearly every reclaimer in Spire is moving in your direction, funneling into the excavated arcology entrance, then disappearing into the darkness below. Is this what truly drew them to Spire? Something buried deep in the arcology ruin? Regardless of their motivations, you decide that if they want to claim the tunnels of the arcology, they can have them. Your priorities lie on the surface.

Discard the Arcology Threshold.

93.9

As you make the turn toward the exit, a wave of reclaimers breaks your line of sight to the group of villagers. You'll need to find them again if you hope to guide them to safety.

Shuffle the villager who cleared from into the Spire deck.
Do not end the day.

94 - MISSION TIMERS

94.1

READ ONE:

If you've completed BISCUIT DELIVERY:

You yawn as you wake up on the trail and then sniff the air curiously. Something smells delicious! You look around your campsite and see, sitting on a rock, a hearty grain loaf and stack of delicate sweetbreads, still warm and steaming. Someone hiked by while you were asleep and left them for you. On the top of the loaf you find a note that says: "Thanks for delivering the biscuits to us. Enjoy breakfast!"

Each Ranger gains one additional energy in an aspect of their choice for the first round.

If you haven't:

You yawn as you wake up on the trail then hear someone moving. You get out of your bedroll to find Kal Iver sitting in the campsite. Calypsa stands at the edge of the camp, watching the horizon. Kal has taken one of the now stale biscuits out of the basket and is trying to eat it. Eventually, he gives up and throws it back into the basket. "Too bad you didn't deliver these while they were fresh," he says. "Such a waste!"

Return **BISCUIT BASKET** to the Mission set. Then read 1.03.

94.2

READ ONE:

If you've completed RISING WATERS:

All your muscles, even the ones you didn't know you had, seem to be aching as you nibble on a handful of dried sunberries. But the word is already coming in; the flood waters are starting to recede. Thanks to your efforts, the damage was minimal.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you haven't:

It has rained heavily for the last two days, but this morning it has finally begun to subside. You see a runner approaching, wet and ragged. After he catches his breath, he tells you of the flood damage done to the areas surrounding White Sky Lake and asks if you might be of assistance by helping to clear debris and repair the damage.

"And there's something else," he says.

For each location not marked off next to **RISING WATERS**, record the location name followed by **FLOODED** on the campaign tracker. Complete **RISING WATERS**. Then read 1.07a.

94.3

READ THIS ONLY IF YOU HAVEN'T COMPLETED SENSOR NETWORK OR SECRET INVASION.

As you searched for a place to make camp last night, you saw more than a dozen reclaimers. Some lurking among distant trees, others so close you had to flee or hide from them in the brush. The signs are clear; the reclaimers have invaded the Valley. Since they now seem to be everywhere, you decide there's no longer a need to search for them.

If you have **JOURNEY (SPIRE)**, **SECRET INVASION**, or **SENSOR NETWORK**, complete them. Gain the **INVASION - STAGE I** mission.

You consider your options and determine that, if you want to do

something about these reclaimers, the best people to talk to would be the experts in biomeld and animal behavior who live and work at the biological outpost south of Branch. If anyone can, they may be able to offer insight into how to deal with them.

Gain the **JOURNEY (BIOLOGICAL OUTPOST)** mission.

94.4

READ THIS ENTRY ONLY IF YOU ARE ON INVASION - STAGE I.

Without a faster means of communication, news tends to flow like water along the paths and rivers of the Valley, borne by the traders and peddlers and a few dedicated stilt-horse couriers. It's expected that when travelers cross paths on the trails, they take a few moments to share stories of local events.

The last few times you've stopped to talk, all the stories have been about the reclaimers. A few people report being attacked by reclaimer seekers, and more have seen them moving in the forests and woodlands. Nearly all such sightings and attacks seem to take place near structures or old Estian ruins. It certainly sounds like they're making themselves at home in the Valley.

Complete **INVASION - STAGE I**, and gain **INVASION - STAGE II**. Record **94.5** six days from now on the campaign tracker.

94.5

READ THIS ENTRY ONLY IF YOU ARE ON INVASION - STAGE II.

You see a young couple hurrying along the trail toward you, their faces pinched with worry and their backpacks bulging with what looks like all their worldly possessions. When you raise a hand in greeting and ask what's wrong, the woman gestures back along the trail.

"A horde of those reclaimers," she explains breathlessly. "They've been spotted heading straight for Spire! We left as soon as we could."

You thank them and let them hurry on their way. If Spire is going to be attacked, then the village will need all the help that it can get. If you intend to help, you'd better get going.

Complete **INVASION - STAGE II**, and gain **SPIRE UNDER ATTACK!** Record **94.6** three days from now on the campaign tracker.

94.6

READ ONE:

If you've completed THE FALL OF SPIRE:

You wake up, jolted out of sleep by visions of reclaimers overrunning Spire, spilling into the arcology, their strange voices crowing in victory. You take a deep breath, splash water on your face, and remind yourself that the danger has passed. All the same, you feel the need to be a bit more alert than usual today.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you haven't:

You're jolted out of sleep by a hand on your shoulder. It's Kal Iver. His cloak is torn, and he's covered in either dirt or soot.

"Wake up," he says. "I thought you might be dead, but here you are, sleeping peacefully while the village of Spire was destroyed and thousands of people were displaced. We could have used your help, you know. I hope whatever you were busy doing was of equal importance."

He looks with dismay at a rend in his cloak. "You must travel to Lone Tree Station. Elder Thrush wants all Rangers to check in as soon as they are able." With that, Kal departs.

Complete **SPIRE UNDER ATTACK**, and gain **JOURNEY (LONE TREE STATION).** Record **SPIRE FALLEN** and **MISSED IT** on the campaign tracker.

94.7

READ ONE:

If you've completed RESCUE (LUNN):

You hear a whistle from outside your tent, and stumble out bleary-eyed to see Zek Tsal in your campsite atop his stilt-horse. "Got something for you," he shouts, and tosses you a leaf-wrapped package. "It's from Lunn; he said thanks for saving his life!" You open it to find packs of needle tea.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you're currently on RESCUE (LUNN):

Lunn groans, but there's nothing you can do can get him moving, and you're concerned that he might die without help. You do the only thing you can do; making him as comfortable as possible, you light a signal fire and then spread out, looking for the tallest point to try and signal a rescuer.

That evening, a peddler on a pincrawler spots your signal. You'll get Lunn to Lone Tree, but you're not sure how well or quickly he'll recover from his injuries.

Complete **RESCUE (LUNN),** and record **LUNN INJURED** on the campaign tracker.

Otherwise:

You receive word that Lunn has been found. Apparently Kal Iver went looking and found him close to death. Nobody is sure how quickly he'll recover, if at all.

If you have **SEARCH (LUNN)**, complete it and record **LUNN INJURED** on the campaign tracker.

94.8

READ ONE:

If you've completed RESCUE (VIRA):

You're sitting in your tent, just waking up, when there's a shout from the path. Zek Tsal is riding by on his stilt-horse. He doesn't stop, but tosses you a bundle and calls "Vira says thanks for saving her!" before riding away. You unwrap it to find stacks of fragrantly spiced pemmican.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you're currently on RESCUE (VIRA):

Vira has stopped responding, and her breathing is shallow. You can't move her, but you're worried she may die without more help. All you can do is light a smoky signal fire and hope for rescue.

Luckily, that evening you see the Swift soaring through the sky to your position. You later learn that a boat along the Silverfin spotted the smoke and reported it once they reached their destination. Vira is taken to Lone Tree Station, but you're not sure if she'll ever fully recover.

Complete **RESCUE (VIRA)**, and record **VIRA INJURED** on the campaign tracker.

Otherwise:

You receive word that Vira has been found. Apparently when nobody else went looking for her, Kal Iver went out and found her close to death. Nobody is sure how quickly she'll recover, if at all.

If you have **SEARCH (VIRA)**, complete it and record **VIRA INJURED** on the campaign tracker.

94.9

READ ONE:

If you've completed RESCUE (KASENDE):

You wake up to a shout from the trail. Zek Tsal is at the edge of your camp on his stilt-horse. When he sees you, he tosses a bundle to you. "Glad to hand that off. Kasende says thanks!" Then he takes off. You unwrap the oiled paper to find it full of greasy hydraworm jerky. The smell is … pungent, but you're pretty sure she meant it as a sincere gift.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you're currently on RESCUE (KASENDE):

Kasende has stopped responding to your jokes, and she is barely breathing. You can't move her, but you're worried she may die without more help. You make her comfortable, then take her whispercrack darter and carry it to a nearby rise. You carefully load it with some homemade flare rounds, then begin to fire off the signals and hope for rescue.

After hours of waiting, you see a pair of stilt-horse riders heading toward you. Kasende will be taken back to Lone Tree Station, but you're not sure if she'll ever make a full recovery.

Complete **RESCUE (KASENDE)**, and record **KASENDE INJURED** on the campaign tracker.

Otherwise:

You receive word that Kasende has been found. Kal Iver spent days searching for her in the southern swamps, before finding her close to death and hauling Kasende back to Tumbledown while fighting off swarming hydraworms. Stories of his daring rescue are already spreading up and down the Silverfin, but you're not sure if Kasende will ever recover from her ordeal.

If you have **SEARCH (KASENDE)**, complete it, and record **KASENDE INJURED** on the campaign tracker.

94.10

READ ONE:

If you've completed DEEPER MOTIVES:

You wake from a dream in which you were walking in a dense rainforest. There was a deafening chatter of insects, calling birds, and other sounds you couldn't recognize. You remember stopping before a tree which began to grow before your very eyes, stretching toward the sky like you were observing centuries of growth in the span of a few minutes. As the tree grew wider and wider, you felt the sudden need to escape, but when you tried, you found that you could not move. You looked down to see that your feet had taken root. You were no longer human, but a Verdessian. Just before the tree consumed you, you awoke.

You spend a moment contemplating your experience. You consider the possibility it wasn't a dream at all, but instead a message from the Verdessian. If it is, you're not sure how to interpret it. Regardless, you suddenly feel very awake and very alert.

Each Ranger gains one energy in an aspect of their choice for the first round.

If you're currently on DEEPER MOTIVES:

You wake to discover that the haversack you were using to carry the Verdessian is empty. It must have escaped during the night. You spend a quarter of an hour poking at the dirt and searching the surrounding area, but you find no sign of the Verdessian. You'll have to find another way to figure out what's going on.

Complete **DEEPER MOTIVES**, and record **ANGERED THE VERDESSIAN** on the campaign tracker.

95 - FLOOD DAMAGE

READ THE ENTRY CORRESPONDING TO YOUR CURRENT LOCATION:

White Sky: After the hard work of reattaching torn sails on White Sky's platforms and cleaning the paths along the shoreline, the lake is beginning to look like its old self again.

Kobo's Market: After hours of bailing water and reassembling stalls, the market row is clearing up. It will take a while for everything to dry out, but trade has returned to Kobo's market.

Golden Shore: You spend hours moving trees and reinforcing the banks of tributary streams. As you finish up, you look back over your handiwork and can see the telltale gleam of the shore's sands showing through once again.

›› Continue reading:

Discard Flood Damage. Cross off the **FLOODED** entry on your campaign tracker corresponding to your current location. Each Ranger soothes 4 fatigue.